GORKAMORKA™

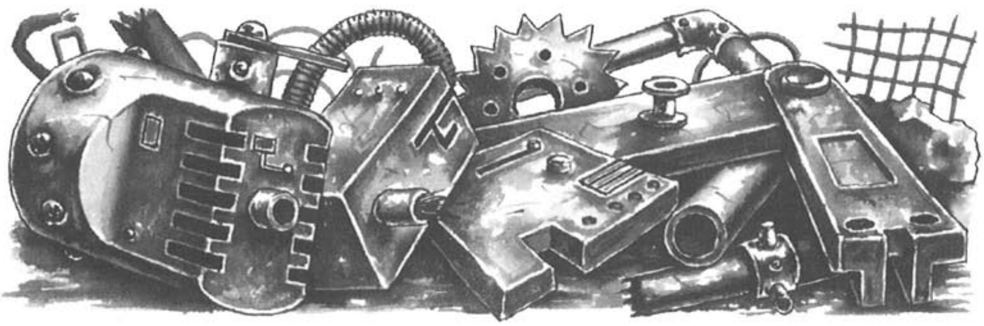
Da Roolz

Orks in a head–on clash for supremacy.

An unwary mob speeds into range of a cunningly laid ambush.

GORKAMORKA™

Da Roolz



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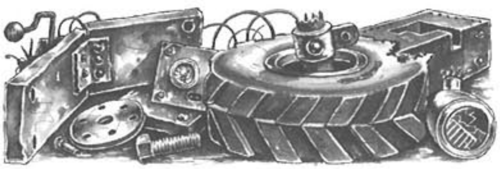

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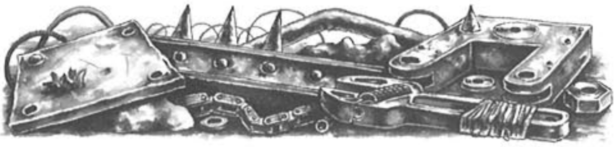

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INTRODUCTION

This is a story of the savage alien race of Orks and of a disaster-stricken world that lies in the abandoned depths of space. It is a world of desert sands and splintered rock, where crude and barbaric warriors have raised an implacable idol to their angry god. That god is GORKAMORKA, the embodiment of the Orks' insatiable lust for conquest. Gorkamorka is a heartless and bloodthirsty god, whose metallic shape rises over the shanty town that sprawls before his feet.

Upon this arid and wind-swept world the Orks live and fight for Gorkamorka, battling across the wastes aboard ramshackle fighting machines, enslaving the other races of their planet and binding them to the service of their god. Humans, mutants and lesser creatures must survive as best they can. Some serve the Orks and seek their favour. Others defy them and struggle to survive in the face of their wrath.

TABLETOP CONFLICT

Gorkamorka is the latest of the Warhammer 40,000 Skirmish series designed to complement the Warhammer 40,000 game universe. It is a game in its own right, but it is also a game that explores the history of races already established in *Warhammer 40,000* and *Necromunda*, the first game in this series. Players of either or both of these games will find much that is familiar in *Gorkamorka* as well as much that is new and different.

Gorkamorka enables players to fight tabletop wargames between rival warrior groups known as mobs, which battle from crude and brutal truks and wartraks. The opposing mobs are represented by models, assembled and painted by the players, each representing the following of an Ork leader. Battles between the rival mobs are fought out on a tabletop representing the deserts and wastes of this world. You'll find more about Orks and the domains of Gorkamorka in Da Uvver Book.

The aim of the game is to outfight your opponent by means of a mixture of skill, low cunning and luck. At your disposal you have primitive but effective weapons and, most importantly, vehicles which are needed to cross the burning wastes of this inhospitable world. You'll soon learn how to arm and use your warriors to their best advantage, and how to manoeuvre their crude buggies and fighting vehicles to destroy your enemy.

The models in the game itself provide you with an ideal start, but you'll soon want to recruit new warriors and build more vehicles. An extensive range of models is available for *Gorkamorka*, and new models are being added all the time. With these you can expand your collection, equip warriors with new weapons, and recruit more powerful individuals to your cause.

BUILDING THE MOB

Each time you play *Gorkamorka* you earn the opportunity to expand your mob. By winning games you gain wealth and experience. With the wealth earned you can buy more deadly weaponry, build more vehicles, and hire more warriors.

Your mob will also improve over time. Every time a mob fights, its members increase their skill. Young Orks progress to become hardened warriors, and warriors grow stronger and more powerful with every success.

As the gang's leader becomes richer and his followers more dangerous, his fame will grow in the eyes of Gorkamorka. Infamous warriors will seek him out to do battle, industrious Mekboys will offer their services, and rival Orks will plot his destruction. Fear and respect march hand in hand amongst the Orks as the twin marks of leadership.

DA ROOLZ

This book contains the rules of the game. You don't need to learn all the rules to play, but we suggest you read through the rulebook before attempting your first game. The most important rules are summarised on the separate playsheets, and you'll quickly find these are all you need in most situations.

NEW PLAYERS

If you're new to Games Workshop games then you'll be reassured to know that finding other people to play with isn't normally a problem – you'll be surprised how many there are! There may be a Games Workshop store nearby, where you can obtain models, paints and game supplements, and meet other players. Games Workshop stores are not just shops, they are hobby centres where the staff will happily help you to learn the rules, demonstrate painting techniques, and suggest ways to develop your collection. Games Workshop staff are also players who collect and paint their own forces and fight battles themselves.

THE GORKAMORKA BOX

This box contains the following models, rulebooks and card components.

1 rulebook - 'Da Roolz'

1 sourcebook - 'Da Uvver Book'

Citadel models:
- 12 Ork Boyz
- 2 Ork Wartraks
- 2 Ork Trukks

Card buildings:
- 1 Ork Fort
- 1 Mining Shaft
- 1 Strop Head

Counters:
- 6 Scrap counters
- 10 Hide counters
- 10 Run counters
- 10 Overwatch counters

2 Range Rulers

2 card Playsheets

2 Turny gubbins

1 Stikkbomb blast marker

1 Scorcha template

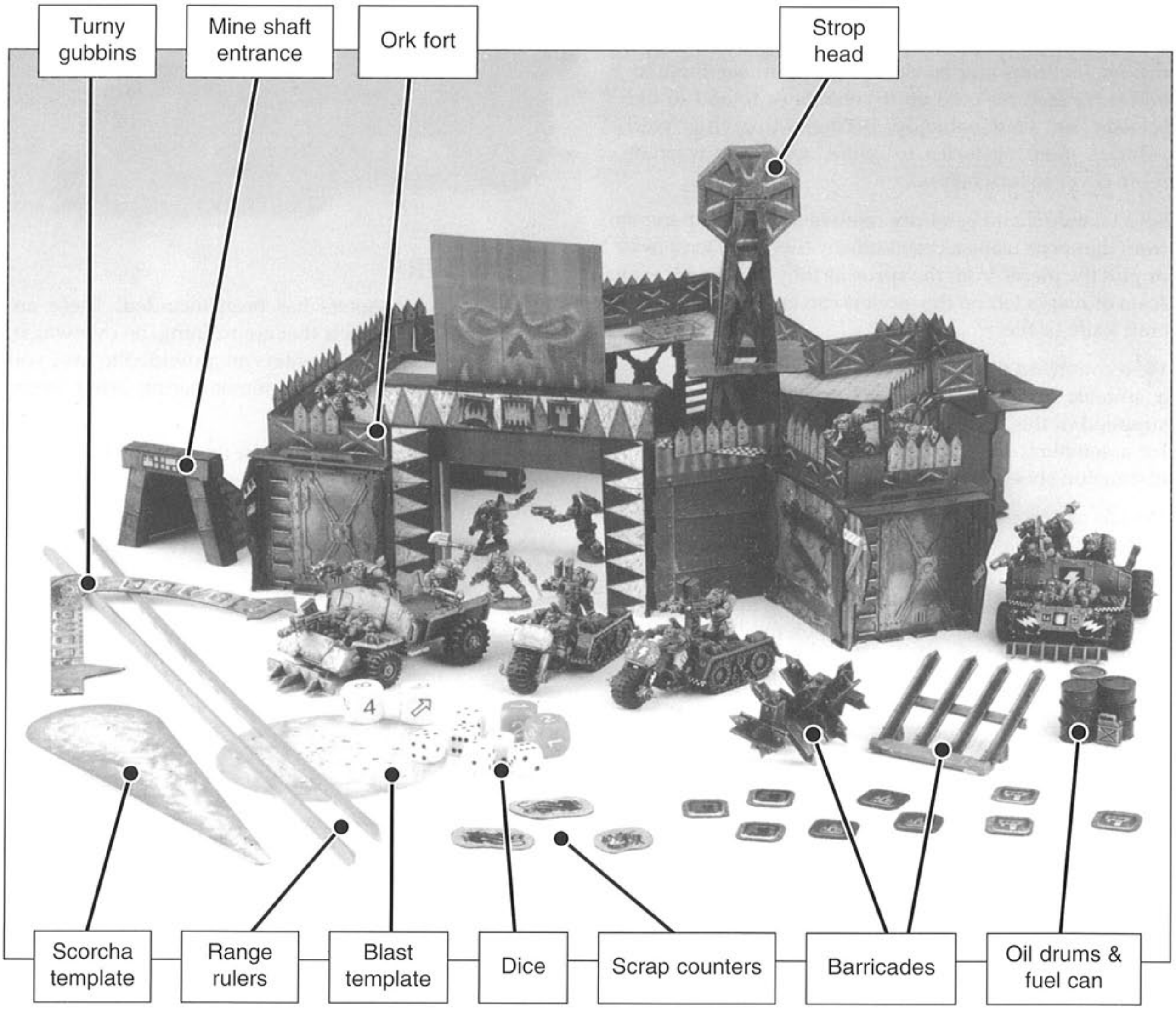
1 tube Polystyrene Cement

2 sprues Battlefield Accessories

6 plastic Bulkheads

Dice:
- 6 six-sided dice (D6)
- 1 Scatter dice
- 1 Artillery dice
- 2 Sustained Fire dice

1 Read Dis Furst leaflet


Turny gubbins
Mine shaft entrance
Ork fort
Strop head
Scorcha template
Range rulers
Blast template
Dice
Scrap counters
Barricades
Oil drums & fuel can

THE BOOKS

This book – Da Roolz – contains the game rules for battles between mobs and descriptions of the various weapons and vehicles used by the Orks of Gorkamorka.

The other book, aptly named Da Uvver Book, contains extensive background descriptions of the world of Gorkamorka and rules for battling with your mobs over a series of games in order to gain experience and (more importantly) better weaponry!

THE MODELS

The Gorkamorka box contains enough Orks to form into two powerful mobs of warriors. The Orks on Gorkamorka are split into two factions – the Gorkers and the Morkers. Each one has different coloured tattoos and markings to show their allegiance but they are basically armed in the same way so you can split up the Boyz in the box to represent them.

Gorkamorka also contains sprues which include oil drums, fuel cans and barricades. You can use these to add extra features onto your vehicles or to add to the scenery on your tabletop battlefield, giving your vehicles more obstacles to avoid and your warriors more cover to lurk behind.

Select a model and carefully remove all the components from the sprue using a craft knife or clippers. Don't twist or pull the pieces from the sprue as they may break. Any scars or marks left on the models can be removed with a craft knife or file.

We recommend that the models are glued together using a suitable adhesive such as the polystyrene cement supplied in this box or superglue. Detailed instructions for assembling the models can be found on a separate instruction sheet.

Models can be painted using Citadel Colour paints. It is not strictly necessary to paint models before you use them, but most people enjoy painting and you will probably want to paint your models eventually (and it makes them look cool, too). A painting guide is included in the colour pages of Da Uvver Book and more complete guides are available from Games Workshop.

THE BUILDINGS

The Gorkamorka game contains three buildings. These models consist of card and plastic components which can be fastened together and placed on your tabletop to provide a reasonably stable three-dimensional playing surface. We recommend that you glue the components together with a suitable contact adhesive in order to make the structures as stable as possible.

The buildings supplied in this box give you some starting scenery to fight around. You can add more Games Workshop buildings, or you can make additional scenery of your own to expand the battlefield if you so wish.

The assembly instructions for the buildings are included in the Read Dis Furst leaflet.

Wartrak

Trukk

COUNTERS

A selection of counters has been included. These are used to indicate models that are running, on overwatch, hiding and so on. The counters are provided to save you making separate notes or remembering what every model is doing.

Some people prefer not to clutter the table with counters and simply note down the pertinent details on their roster sheets, or a scrap of paper as they go along. Whether you use the counters, make notes, or merely remember, is entirely up to you.

Run counter

Scrap counter

Overwatch counter

Hide counter

TEMPLATES

Special templates are used to determine the effects of some weapons. For example, grenade bursts, and the gout of blazing fuel projected by a scorcha.

Two plastic range rulers are also included. These are useful for measuring distances, and for poking between the scenery to determine whether a model has a clear shot to its target.

DICE

Four different dice are used in the game, as explained in this rulebook. Don't worry about how the dice work for now, this is covered in detail later on. The different dice are:

Ordinary dice (D6)
Sustained Fire dice
Scatter dice
Artillery dice

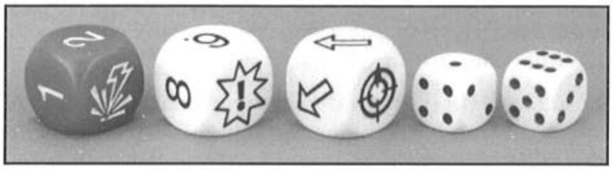
Ordinary dice are marked 1 to 6 in the usual way. These dice are used a lot during play and to save space on charts they are always referred to as D6 (where 'D' stands for dice and '6' for six-sided). So, when the rules call upon you to roll a D6 we are simply asking you to roll a dice. D6+1 means roll a dice and add 1 to the score. 2D6 means roll two dice and add the scores together to obtain a score of 2-12.

Occasionally you'll need to roll a 'D3'. This is simply done by rolling a D6, dividing the score by 2, and rounding up. This means 1-2 = 1, 3-4 = 2 and 5-6 = 3.

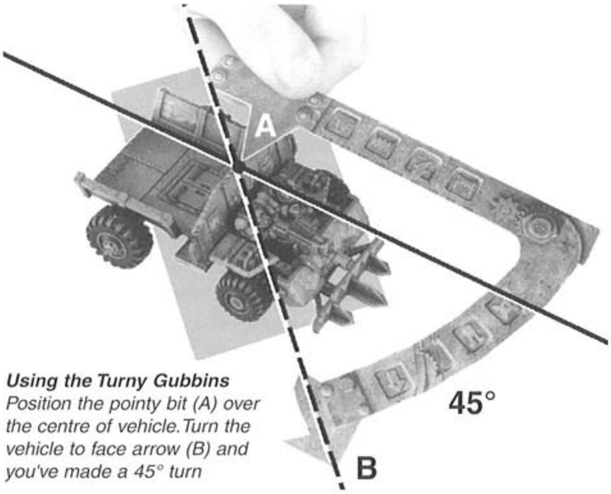
The Sustained Fire dice is marked 1, 1, 2, 2, 3 and with a special JAM symbol as shown in the photo. This dice is used when a gun shoots a protracted burst of shells which might inflict 1, 2 or 3 hits (as discussed in the rules).

The Scatter dice is marked with four arrows and two hit symbols. This dice is used to determine where grenades and shells land if they miss their target, hence 'scatter'. The dice can be used to establish any random direction from a point. Note that the HIT symbol also has a small arrow on it to facilitate this.

The Artillery dice is marked 2, 4, 6, 8, 10 and a misfire symbol. This dice is used in conjunction with the Scatter dice to determine how far grenades land from their mark. A misfire can result in a grenades proving dud or even exploding as it is thrown.



From left to right: Sustained Fire dice, Artillery dice, Scatter dice and two six-sided dice.



Using the Turny Gubbins
Position the pointy bit (A) over the centre of vehicle. Turn the vehicle to face arrow (B) and you've made a 45° turn

On some occasions, a player is allowed to 're-roll' a dice. This is exactly what it sounds like – the player can pick up the dice and roll it again. However, you must abide by the second result, even if it is worse than the first! No dice may be re-rolled more than once.

WHAT ELSE YOU NEED

In addition to the box contents you will need two or more players and a firm, level tabletop or area of floor. A kitchen table will do fine. Some gamers make their own gaming board from a sheet of chipboard or something similar. Such a board can be slightly larger than the table or trestles that support it, and can be divided into two or more pieces for ease of storage. Many players find that a heavy blanket draped over a table or spread upon the floor makes a fine surface on which to fight a battle.

You can do most of the measuring in Gorkamorka with the measuring sticks supplied. However, sometimes you will find it useful to have a retractable tape measure marked in feet and inches for especially long ranges or measuring around obstacles. All distances in Gorkamorka are given in inches.

Pens or pencils and plenty of paper will also be required. During the game you will need to keep track of wounds suffered by your warriors, damage taken by your vehicles, and other sundry details. This is most easily done using a roster sheet, examples of which are included in Da Uvver Book. We recommend that you copy or photocopy additional roster sheets and use them to record details during the game. We'll explain more about roster sheets and how to use them in the Da Uvver Book.

CHARACTERISTICS

The brutal denizens of Gorkamorka battle one another incessantly across scorching deserts and boulder-choked canyons. Much of the time the barbaric Ork warriors battle from the backs of equally barbaric fighting machines as they plough across the great dusty plains like ships at sea. The rules for Ork warriors are quite different from those of the vehicles they ride so to begin with we are going to concentrate on the warriors themselves. We will return to the vehicles later when we have established how basic Ork warriors move about and fight on foot, beginning by measuring just how hard different Orks are by giving them characteristics for their speed, strength, fighting ability and so on.

Individual Orks have vastly different martial abilities and physical attributes. Some are faster than others, some stronger, some more determined, some are better shots and so forth. This variety is fully represented in Gorkamorka in the form of characteristics and special skills. Right now we won't worry about the special skills – these come later with practice and battle experience. For the moment we'll just consider an Ork's characteristics.

Each model warrior is defined by a set of characteristics, namely: Move, Weapon Skill, Ballistic Skill, Strength, Toughness, Wounds, Initiative, Attacks and Leadership.

Each characteristic is assigned a value which in most cases lies between 1 and 10. The higher the value of the characteristic the better – for example, a model with a Strength of 6 is considerably stronger than a model with a Strength of 2. Descriptions of the different characteristics are given below.

CHARACTERISTIC PROFILES

A model's characteristic values are written in the form of a convenient chart which we call the 'characteristic profile' or just 'profile'.

Warrior	M	WS	BS	S	T	W	I	A	Ld
Gorbad	4	3	3	3	4	1	2	1	7

This is the average profile for ordinary Ork warriors or 'Boyz' as they are usually called. When you form your first mob it will include Boyz with exactly this profile. As you fight games against other players your warriors will get better and their characteristics will rise. This is explained later on. For now it is enough to know what the characteristics are and how the values match up to the average.

CHARACTERISTICS

MOVE (M). A model's Move shows the number of inches it can move in a turn under normal circumstances. The usual number is 4 as almost all warriors move 4" per turn, although they can move faster when they are running or charging, as we shall see later.

WEAPON SKILL (WS). Weapon Skill is a measure of close combat ability – how good the warrior is at hand-to-hand fighting. An old grizzled Ork warrior will more than likely have a high value compared to a mere Yoof. An average value is 3.

BALLISTIC SKILL (BS). Ballistic Skill shows how good a shot the individual is. When you shoot a gun the chance of hitting the target depends upon your Ballistic Skill. An average score is 3 and a dead-eye shot might have a Ballistic Skill of 4, 5 or even higher.

STRENGTH (S). Strength simply shows how strong a model is! Strength is especially important when you fight hand-to-hand combat because the stronger you are the harder you can hit. An average value is 3.

TOUGHNESS (T). Toughness is a measure of how easily an individual can withstand a hit from a gun, a blow from a club or fist, or a swipe from a passing vehicle. The tougher you are the harder you are to wound or kill. An average value for Orks (who are very tough) is 4.

WOUNDS (W). A model's Wounds value shows how many times a warrior can be wounded before he collapses and goes down dead or incapacitated. Most individuals have a Wound value of only 1 but hardened Ork Boyz might have a value of 2 or more.

INITIATIVE (I). The Initiative value represents alertness and reaction speed. It determines a warrior's chance of dodging a sudden blow or leaping aboard a speeding vehicle. An average Initiative value for an Ork is only 2.

ATTACKS (A). The Attacks value indicates the number of 'Attack dice' rolled when the model fights in hand-to-hand combat. Most individuals roll only one dice and so having a higher value means you roll correspondingly more dice. The more dice you roll the more chance you have of beating your opponent!

LEADERSHIP (Ld). Leadership represents raw courage and self-control. The higher an individual's Leadership the more likely he is to keep his nerve under pressure. An average Leadership value is 7.

THE TURN

During the game you take command of a mob of Orks complete with their ramshackle and dangerous vehicles. The opposing player takes command of another mob, your deadly rivals in the forthcoming festivity of violence.

The model warriors, vehicles and scenery are set up on the tabletop as described for the encounter you are fighting (see the *Scenarios* section in Da Uvver Book). There are many different kinds of encounter, varying from the chance meeting of rival mobs, cunning ambushes, blatant thievery, and sneaky raids against fortified buildings. The mob is set up on the tabletop in different ways depending on the encounter you are fighting, but all the games are basically played in the same fashion.

To begin with one side takes a turn, then the other side, then the original side and so on, much like a game of draughts or chess. When it is your turn you can move all your models, shoot with any warriors able to do so, and fight hand-to-hand with enemies your models are touching. Once your turn is complete it is your opponent's turn to move, shoot and fight with his mob.

PHASES

To keep track of who's doing what and when, your turn is divided into four distinct phases. Each phase is completed before beginning the next. So, begin by moving all your models, then shoot with all models that can do so, then fight hand-to-hand, and finally recover any models that have gone down due to injuries.

TURN SEQUENCE

1	**MOVEMENT**	During the movement phase you may move your warriors and vehicles according to the rules given later for movement.
2	**SHOOTING**	In the shooting phase you may shoot with any appropriate weapons as described in the rules for shooting.
3	**HAND-TO-HAND**	During the hand-to-hand phase all models in hand-to-hand combat may fight. Note that both sides fight in hand-to-hand combat regardless of whose turn it is.
4	**RECOVERY**	During the recovery phase you can test to see if injured warriors are able to rejoin the action. The rules for recovery are described later.

Once your turn is complete it is your opponent's turn. Your opponent works through each phase, moving, shooting, fighting hand-to-hand and recovery, after which his turn is over and it is your turn once more.

A game lasts until one side either gives up or is defeated as described later. A side can also be obliged to withdraw from a fight if it suffers too many casualties.

Some encounters will involve a specific objective, for example to escape with valuable scrap or rescue a captive. In Da Uvver Book we'll describe a number of different encounters together with what you have to do to win each game.

MOVEMENT ON FOOT

During the movement phase you can move all your models in accordance with the Movement rules given below. Move your models one at a time – finish moving each model before moving another. You can move your models in any order you like, you do not have to move vehicles before warriors on foot or vice versa. We're going to cover movement on foot first; moving vehicles is covered later as it works in a different way.

MOVING

During their movement phase warriors can move up to their Movement characteristic in inches in any direction. Vehicles and warriors riding in vehicles can also move, and the rules for moving vehicles are discussed separately. Most warriors have a Move characteristic (M) of 4 and so can move 4" in any direction including up or down ladders, stairs, and so on.

In normal circumstances you do not have to move a warrior the full permitted distance or even at all if you do not wish. Any exceptions are described later and involve either charges or compulsory moves.

RUNNING

The normal 4" move represents a warrior moving at a fairly rapid rate but allowing time to aim and shoot a weapon, yell encouragement to his mates, and take in what is going on around him. If you wish, a warrior can move much quicker than this – he can run! A running warrior can move at double speed: 8" rather than 4".

A running warrior loses his chance to shoot in the turn, he is far too busy running and is not ready to fight, having shouldered his weapons or placed them in holsters or packs. Declare out loud that models are running as they move, as this will help to remind both players that the warrior is unable to shoot that turn. You can place a Run counter beside the model to jog your memory if you wish.

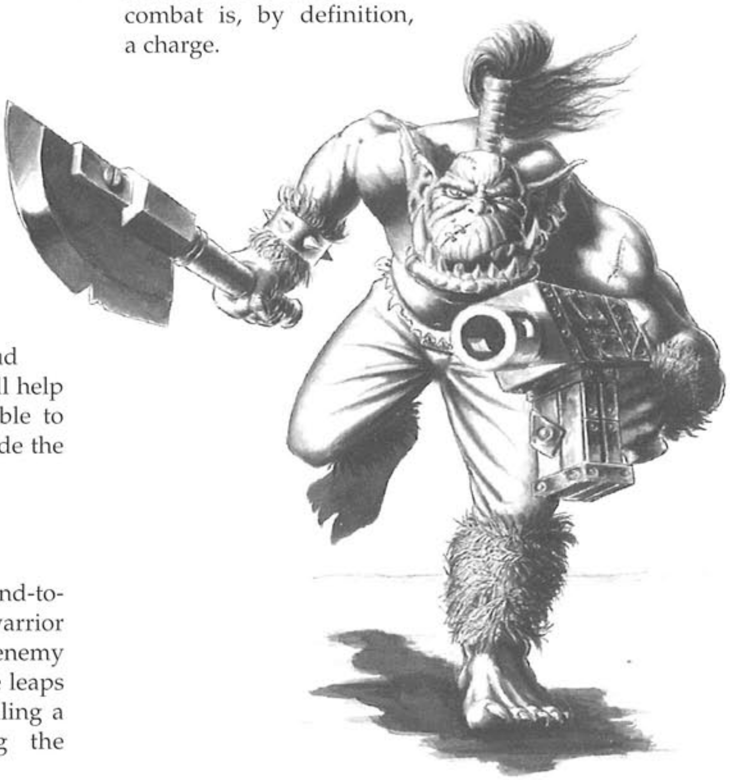
CHARGE!

If you want to move to engage an enemy in hand-to-hand combat then you must announce that your warrior will **charge**. The reason we do this is that the enemy might get a chance to shoot at your warrior as he leaps towards his victim waving his weapons and yelling a bloodcurdling battle-cry. Without measuring the distance, declare that you are charging and indicate the enemy model your warrior intends to attack.

A charge is double speed, like a run, and ends with the charger bounding into the enemy he intends to fight. Opposing models are placed so that their bases touch, or as close as possible where this is not practical (for example, if they are riding in or on vehicles). Another situation where models may not be literally able to touch is if a warrior is crouching beside a wall or behind a rock, or in some comparable position, and in these cases the models are simply placed as close as possible to indicate that they are engaged in a fight.

It can happen that you declare a charge and your warrior bounds forward eager to pummel his enemy into the ground but fails to reach his enemy, because you have miscalculated the distance. Remember that charges are declared without measuring, so it is quite possible to overreach yourself in this way. When this happens the charger is moved as far as possible towards his target (remember to double your move!) and can do nothing for the rest of his turn.

Note that warriors cannot move into hand-to-hand fighting except by charging; any move intended to bring a warrior into hand-to-hand combat is, by definition, a charge.



TERRAIN

The world of Gorkamorka is a bleak landscape of windblown sand and crumbling rocks. It is an inhospitable world where even the Orks find life extremely hard. It is not devoid of vegetation, but the little that grows is mostly fungi of various kinds, some of which grows to the size of trees and forms clumps of acridly pungent spore forest.

The lands around the Orks' main settlement, Mektown, are scattered with buried wreckage from the time when the Orks' vast, dilapidated space hulk crashed upon the planet's surface. Wreckage sticks out above the desert. Half buried sections are often adopted as temporary encampments, hideouts or fortresses. Much of the wreckage is small and dispersed, but there are huge sections too, comprising entire spaceships or large portions of even more massive vessels.

The most striking topographical feature is the Skid, a thousand mile-long gash gouged into the planet by the space hulk as it ploughed through the desert. This long, straight valley is steep sided and deep in places, and all along its length can be found debris left in the space hulk's wake (there is loads more information about the space hulk, the Skid and Mektown in Da Uvver Book).

Battles mostly take place in the open desert around Mektown, or along the flat valley bottom of the Skid. In these areas the Orks' vehicles can find room to move and manoeuvre. However, many conflicts take place in or around hideouts and fortresses, or other fortified places, where one side must oust the other from its defences. Here vehicles play the role of engines of war, battering down doors or delivering warriors onto the ramparts of enemy-held walls.

All these different kinds of terrain can affect the warriors battling across them, whether by creating dangerous open areas which must be crossed at speed or patches of tangled, impenetrable terrain which must be avoided.

VEHICLES AND TERRAIN: The effects of terrain on vehicles is covered in the Vehicles section, later.

OPEN GROUND

The flat desert areas represented by the tabletop surface, plus floors, walkways and ladders within or on buildings and almost all flat solid surfaces are considered to be 'open ground', which does not impede the movement of warriors. Warriors can also move freely through open doorways or through hatches as long as the space would be large enough for the warrior to fit through.

DIFFICULT GROUND

Difficult ground includes steep or treacherous slopes, dense stands of fungi, pools or loose sand.

Warriors on foot move at half speed over difficult ground – each 1" of movement counts as if the warrior had moved 2". So a warrior wishing to traverse a steep slope would move at 2" per turn rather than 4", or should he choose to run he progresses 4" rather than 8". If a warrior's move is divided between open ground and difficult ground then it covers the open ground at normal rate and the difficult ground at half speed.

VERY DIFFICULT GROUND

This is extremely hazardous ground that warriors would generally prefer to avoid. It includes tar pits and noxious or corrosive pools.

Warriors on foot move over very difficult ground at a quarter their normal rate, so a warrior with a 4" move would progress only 1".

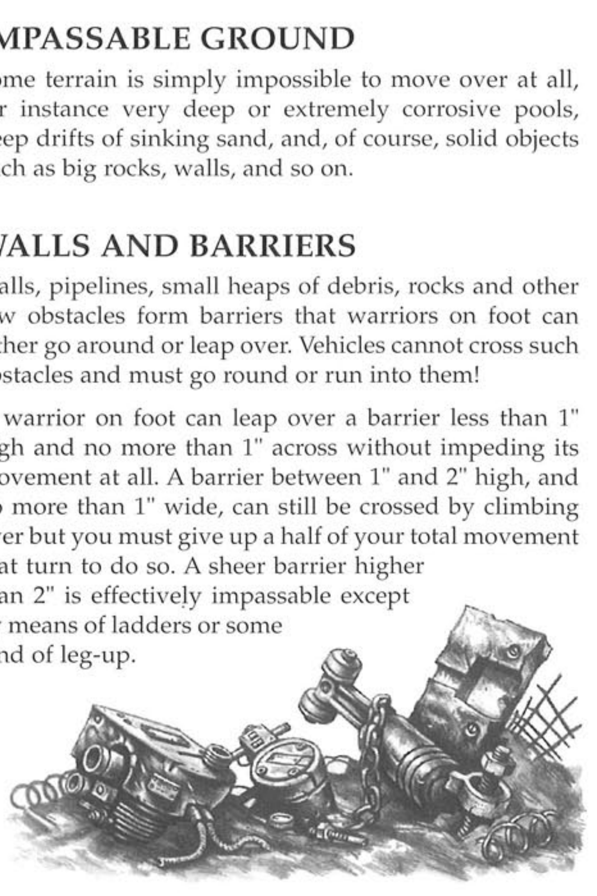
IMPASSABLE GROUND

Some terrain is simply impossible to move over at all, for instance very deep or extremely corrosive pools, deep drifts of sinking sand, and, of course, solid objects such as big rocks, walls, and so on.

WALLS AND BARRIERS

Walls, pipelines, small heaps of debris, rocks and other low obstacles form barriers that warriors on foot can either go around or leap over. Vehicles cannot cross such obstacles and must go round or run into them!

A warrior on foot can leap over a barrier less than 1" high and no more than 1" across without impeding its movement at all. A barrier between 1" and 2" high, and no more than 1" wide, can still be crossed by climbing over but you must give up a half of your total movement that turn to do so. A sheer barrier higher than 2" is effectively impassable except by means of ladders or some kind of leg-up.



SHOOTING

Orks enjoy shooting... a lot! Ork warriors carry a variety of weaponry, and individuals often have several different guns, the odd knife, a stikkbomb or two and a spare pistol just for luck.

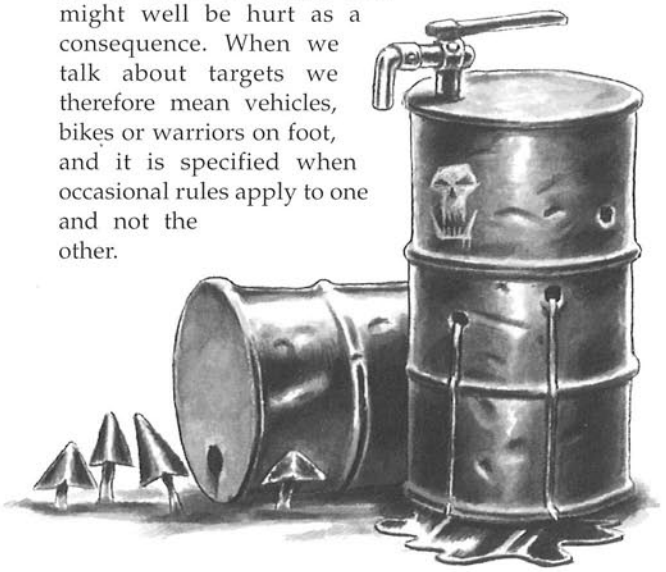
During the shooting phase of your turn, each of your warriors may shoot once with one of his weapons. For example, a warrior could either fire with his shoota or throw a stikkbomb (an Ork grenade).

Work through your models one at a time. Pick which warrior is going to shoot, nominate the target, work out whether he hits his enemy and, if he does so, any wounds or damage inflicted as a result. Then continue to the next shooter. You can take shots in any order you wish, though it's a good idea to shoot with all the warriors riding in a single buggy before going on to the next, as this helps you to remember which models have fired.

TARGETS

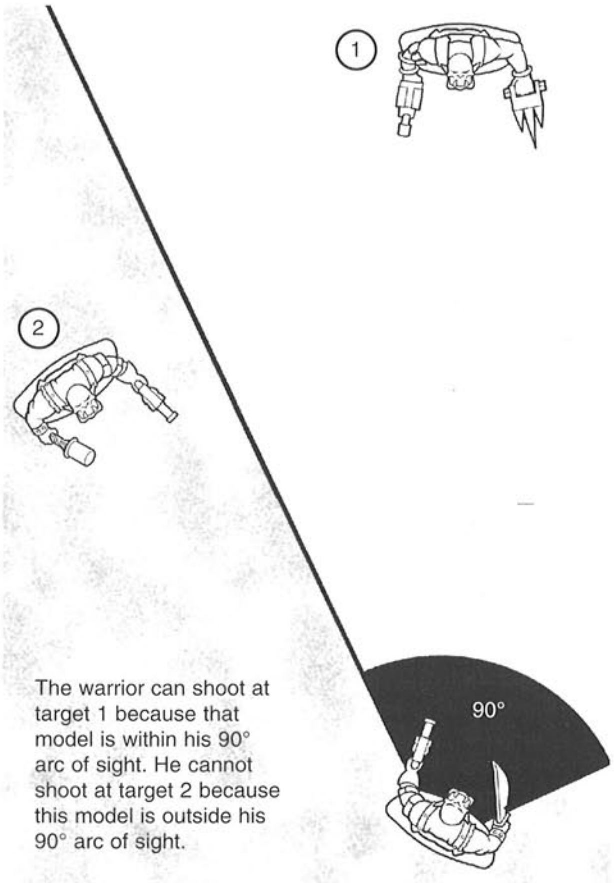
At this stage it's worth getting one thing totally clear. Gorkamorka is about combat between bikes, trukks, traks and buggies as well as warriors on foot. A warrior on foot forms a target that you can shoot at assuming you can see him, that he's within range, and so on. A vehicle, whether it's a buggy, bike or whatever, is also a single target in the same way... albeit a much bigger one!

A buggy crammed full of warriors is still one target. When you shoot at it you are shooting at the buggy and not at the individual warriors riding in it, although they might well be hurt as a consequence. When we talk about targets we therefore mean vehicles, bikes or warriors on foot, and it is specified when occasional rules apply to one and not the other.



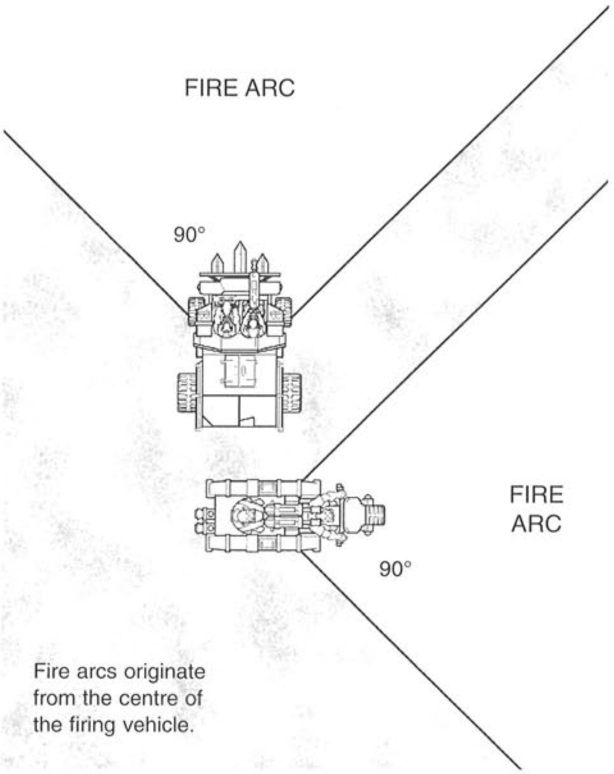
WHO CAN SHOOT

Each warrior can shoot once in the shooting phase so long as he can see a target and assuming he has a suitable weapon. He can't shoot if he is already fighting in hand-to-hand combat (as described later) or if he ran or charged in the movement phase. A warrior is always assumed to face the direction faced by the model itself, and is able to see within a 90 degree arc to his front. You can only shoot at a target within this arc as shown on the diagram below.



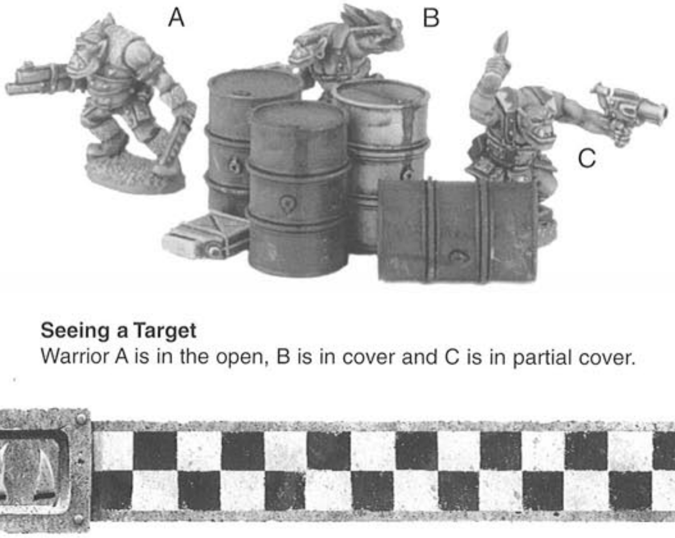
The warrior can shoot at target 1 because that model is within his 90° arc of sight. He cannot shoot at target 2 because this model is outside his 90° arc of sight.

In the case of warriors riding in vehicles it is not always practical to arrange a model so that it is facing the direction you want. The model's pose might simply make this impossible. Therefore, a warrior riding in a vehicle is assumed to be able to turn round to see and shoot in any direction. Warriors firing a vehicle-mounted big gun, as well as drivers, cannot turn round in this way and are restricted to a 90 degree arc to the front of the vehicle just like warriors on foot.



Fire arcs originate from the centre of the firing vehicle.

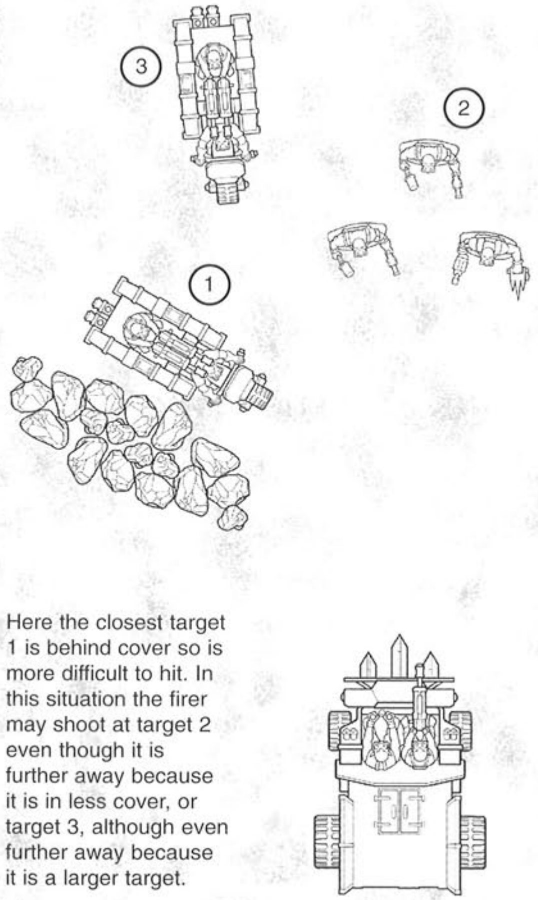
To shoot at your chosen target your warrior must be able to see it, and the best way to check this is to stoop over the tabletop for a model's eye view. Sometimes it will be obvious whether a target can be seen or not, at other times it will be more difficult as buildings and rocks will be in the way. So long as the shooter can see at least a part of the target's body in the case of a warrior on foot, or any part of a vehicle's body in the case of a vehicle, he can shoot. If he can see nothing but the tip of a weapon, a gun, an axe, or, in the case of a vehicle, a dozer-blade, whip aerial, or other peripheral part, then he cannot shoot as he is unable to see the target's body. If in doubt check the line of sight from both the shooter's and target's positions and, if you still can't decide, roll a dice – on a 1, 2 or 3 you can't see and on a 4, 5 or 6 you can.



Seeing a Target
Warrior A is in the open, B is in cover and C is in partial cover.

CLOSEST TARGET

You must always shoot at the closest enemy as this represents the most immediate threat and therefore the most obvious target. However, you can choose to shoot at a more distant target if it is easier to hit than a closer one. For example, a closer target may be hard to hit because it is partly obscured by cover, whilst a more distant target might be in the open and therefore an easier shot. A vehicle or a bike is a bigger target, so it can be chosen as a target even if warriors on foot are closer.



Here the closest target 1 is behind cover so is more difficult to hit. In this situation the firer may shoot at target 2 even though it is further away because it is in less cover, or target 3, although even further away because it is a larger target.

Buggies and other vehicle models are usually left in place as 'wrecks' when they are immobilised or crippled. These wrecks do not amount to viable targets so you are not obliged to shoot at them. Similarly, a vehicle which has no occupants can always be ignored, as can a vehicle whose occupants are all 'down' due to injuries as explained later. Warriors on foot that are 'down' can also be ignored when choosing a target. Obviously, there is little point in shooting at an empty vehicle even if it isn't destroyed, though you can do so if you wish.

RANGE

Once you have decided to shoot and have chosen your target you must measure to check that the shot is within range. Each type of weapon has a maximum range as indicated later in the Weapons section of the book. The following examples show the short, long, and maximum ranges of some typical Ork weapons.

	Short Range	**Long Range**	**Maximum**
Shoota	0-12"	12-18"	18"
Kannon	0-4"	4-18"	18"
Blunderbuss	0-6"	-	6"
Six-Shoota	0-6"	6-12"	12"
Slugga	0-6"	6-12"	12"
'Eavy Shoota	0-20"	20-40"	40"
Harpoon Gun	0-12"	12-18"	18"

Assuming your target is within range you can proceed with the shot. If the target is out of range then you have automatically missed, but you still have to test to determine whether your weapon develops a fault (see *Ammo Rolls* later in this section).

MOVING AND SHOOTING

In most cases a warrior may move its normal movement rate and shoot. There is no penalty for this, as the normal move rate assumes a certain amount of time spent stationary or nearly so.

Models which run or charge may not shoot.

Models which have gone down as a result of an injury cannot shoot.

Models fighting hand-to-hand combat cannot shoot, any weapons fire at close quarters, being worked out in the hand-to-hand combat phase.

HITTING THE TARGET

To determine whether a shot hits its target roll a D6. The dice score needed will depend upon how good a shot the firer is (as indicated by his Ballistic Skill or BS). The table below shows the minimum D6 roll needed to score a hit.

BS of Shooter	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**
D6 Score	6	5	4	3	2	1	0	-1	-2	-3

For example: If the shooter is a warrior with a BS of 3, a dice roll of 4 or more is required to hit the target. An easy way to remember this is simply to subtract the firer's BS from 7 to find the number to hit.

You will notice that the table covers scores of 1 and even less. However, a dice roll of a 1 is always a miss regardless of circumstances. There is no such thing as a certain hit – if the dice turns up a 1 you have missed!

HIT MODIFIERS

Some shots are easier than others. It is easier to hit a target that is in the open compared to a target behind cover. A large vehicle is bound to be easier to hit than a warrior. Usually it is easier to hit a target if it is close compared to one further away. These situations are represented by the following modifiers.

-1 **If the target is in partial cover**
Up to half the target is obscured as defined in the section on cover.

-2 **If the target is in cover**
More than half the target is obscured as defined in the section on cover.

-1 **Appearing/disappearing or charging/ramming target**
The shooter is firing at a suddenly appearing/disappearing or charging/ramming target whilst on overwatch. See the Overwatch rules in Da Clevver Stuff section.

-1 **Firing from a vehicle which has used its thrusters**
The shooter is firing from a vehicle which has used its thrusters this turn. See the Vehicle Movement rules later in this book for details.

-1 **Target used thrusters**
The target used thrusters in its previous turn, or if firer is on a chasing vehicle and the target used its thrusters during the chase. See the Vehicle Movement rules later in this book for details.

-1 **Small target**
The whole target is less than 1/2" tall and wide. Such targets might include unexploded bombs, mechanical devices, or a specific point on the ground or along a wall. Enemy warriors are always larger than this.

+1 **Large target**
The whole target is 2" tall or wide. Such targets include vehicles (not including bikes) but also such features as large doors and other sizeable bits of building or industrial equipment.

RANGE MODIFIERS

Modifiers for range depend upon the weapon used. All weapons have their own range bands and different modifiers at short or long range, as indicated in the Weaponz section of this book. The following examples show how this works.

Weapon	Short Range	Long Range
Shoota	+1	-
Kannon	-	-1
Blunderbuss	+3	-
Six-Shoota	+1	-
Slugga	+1	-
'Eavy Shoota	-	-
Harpoon Gun	-	-1

As you can see, the accuracy of some weapons varies at different ranges. Generally, it's easier to hit targets at short range with most weapons, although particularly cumbersome weapons like 'eavy shootas aren't any more accurate at short range. Some weapons are harder to hit with at long range because of their hefty recoil, like kannonz and harpoon gunz.

Example 1. An Ork warrior with a BS of 3 fires a kannon at a target 12" away. He needs to score 4 or more on a D6 to hit. The target isn't in cover and no other hit modifiers apply. However the target is at long range for a kannon (4-18") so the Ork gets a -1 modifier to his hit roll. The Ork therefore needs a 5 or more to successfully hit (5-1= the required score of 4).

Example 2. The same Ork warrior fires his kannon at a target 12" away but this time he's firing from a vehicle which has used its thrusters this turn. He needs to score 4 or more on a D6 to hit, but he gets a -1 modifier to his hit roll because it's at long range and a further -1 for shooting from a vehicle which is hurtling along having used its thrusters. The Ork will need a 6 to successfully hit.

COVER

The terrain around Mektown is mostly open, but a scattering of rocks, drifts of sand, debris, and the occasional outlying workshop or building may provide cover during a fight. An individual warrior can take cover behind a relatively small rock, but even a vehicle can shelter in the lee of a larger rock or beside a building. Targets are harder to hit if they are partly obscured in this way; how much harder depends upon how much of the target is obscured by the cover.

If the shooter can see at least half of the target but not all of it, then the target is said to be 'in partial cover'. The shooter suffers a -1 to hit penalty.

If the shooter can see some of the target but less than half of it, then the target is said to be 'in cover'. The shooter suffers a -2 to hit penalty.

If the target is a warrior in cover or partial cover and hiding, then the model cannot be seen or fired at even if the shooter can see a portion of the warrior's body. The warrior is assumed to be keeping still, concealing himself in the shadows and using his cover as closely as he can. Only warriors can hide in this way, not vehicles (see *Hiding* in the Da Clevver Stuff section).

A warrior can take cover behind or beside a vehicle, positioning himself so that he is partially obscured from a shooter. In most cases this will oblige the shooter to shoot at the vehicle instead, as shots must always be at the closest target and vehicles are generally easier to hit than warriors in cover. However, it is possible that such a shot might occur, and when it does warriors can count cover from vehicles they are sheltering behind or beside.

A certain amount of judgement is called for by players when deciding whether a model can be seen, if it is in cover, or whether it can reasonably continue to hide behind cover. In practice, players quickly reach an agreeable method of determining this for themselves, but if you really cannot decide in a particular case then each player rolls a dice to settle the matter, the highest score deciding in that instance.

SMALL AND LARGE TARGETS

These modifiers are not normally used except in the case of vehicles and buildings, which are almost bound to be large targets (+1 to hit). However, we have included them as general modifiers because specific games might involve specific targets which are either very large or very small. For example, perhaps your mob is striving to destroy a rival's workshop or a big gas storage tank. Enemy warriors are never small or large targets, and it is not permitted to try and shoot at a small item that a model might be carrying.

7+ TO HIT

Because of the modifiers it is quite possible that you will end up needing a score of 7 or more to hit the target. It is obviously impossible to roll a 7 on a D6, but you can still hit if you are lucky. Roll a D6 as before. If you roll a 6 then you might have hit. Roll a further D6 – the additional score required is shown on the chart below.

Score Required to Hit	7	8	9	10
Additional D6 Score	4+	5+	6+	Miss

Example: An Ork armed with a kannon is shooting at a rival warrior who is in cover behind a large rock (-2 to hit). The target is at long range with the shooter's weapon (-1 to hit). The Ork's basic score to hit is 4 or more on a D6, but with the modifiers the player will need to roll a 7 (7-2-1= the required score of 4). The player will therefore need to roll a 6 followed by a 4 or more to hit the target.

WOUNDS

At this point we will deal with determining what happens when a warrior is hit. For the moment we'll ignore vehicles, as they are by necessity more complex and consequently require a more detailed and lengthy explanation. See the Vehicles section for rules regarding vehicles.

Once you have hit a warrior you must determine whether a wound has been inflicted. A shot might fail to cause a wound either because it only hits part of the target's equipment or clothing, or perhaps it just scratches his skin or inflicts an injury of such a minor nature that it is simply shrugged off. If you fail to cause a wound then the target is unharmed.

To determine whether your shot has caused a wound you must compare the Strength value of the weapon with the Toughness characteristic (T) of the target. You will find a description of various kinds of Ork weapon together with their Strength values in the Weaponz section, but a few examples are given here.

Weapon	Strength
Shoota	3
Kannon	4
Blunderbuss	3
Six Shoota	3
Slugga	3
'Eavy Shoota	5

The chart below shows the D6 score required to turn a hit into a wound. Remember, an average Toughness characteristic for an Ork warrior is 4.

WOUND CHART

TARGET'S TOUGHNESS

STR	1	2	3	4	5	6	7	8	9	10
1	4	5	6	6	N	-	-	-	-	-
2	3	4	5	6	6	N	-	-	-	-
3	2	3	4	5	6	6	N	-	-	-
4	2	2	3	4	5	6	6	N	-	-
5	2	2	2	3	4	5	6	6	N	-
6	2	2	2	2	3	4	5	6	6	N
7	2	2	2	2	2	3	4	5	6	6
8	2	2	2	2	2	2	3	4	5	6
9	2	2	2	2	2	2	2	3	4	5
10	2	2	2	2	2	2	2	2	3	4

A result of 'N' on the chart means that it is impossible to cause a wound on a target this tough using a weapon of that strength.

PINNED

Orks are very tough and can shrug off hits which don't cause them a serious injury. Other creatures on Gorkamorka, like Diggas and Grots, are not so durable and are likely to get knocked off their feet if they are hit. The special rules for different models given in Da Uvver Book will tell you whether it suffers from being pinned or not. When one of these models is hit lay it on its back to show that it has been pinned by enemy fire.

The force of the shot has knocked the warrior off his feet. He may be hurt or even killed by the hit, or he may be lucky and escape relatively unscathed. Lacking the natural advantages of Orks the model will be momentarily stunned and his instincts will force him to hit the dirt and keep his head down for a few moments.

We'll deal with exactly what happens to miserable Grots (and others) who get pinned later.

INJURIES

Most warriors have a Wound characteristic of 1 but some have a value of 2 or more. If a target has more than 1 wound then deduct 1 wound from his total for each wound he suffers and make a separate note on a scrap of paper or your roster sheet. So long as the model has at least 1 wound left he can continue to fight.

As soon as a warrior suffers his last remaining wound roll to determine the extent of his injuries. The player who inflicted the wound rolls a D6.

D6	Effect
1-2	**Flesh Wound.** The warrior has sustained a minor wound and loses 1 from both his Weapon Skill and Ballistic Skill for the rest of the game.
3-5	**Down.** The warrior falls down to the floor where he lies bleeding and barely conscious. Place the model face down to show that the warrior has gone down.
6	**Out of Action.** The warrior has been badly wounded and falls to the floor unconscious. He takes no further part in the game and the model is immediately removed from play.

FLESH WOUND

A warrior with a flesh wound can continue to fight even though he has 'zero' wounds left. If the model takes further wounds then roll for injury once more, just as if he had lost his final wound.

A warrior can sustain several flesh wounds and still continue to fight, albeit at reduced effectiveness. Make a note on a scrap of paper or on your roster sheet and apply the penalties indicated for the rest of the game.

Each time a model suffers a flesh wound, it loses a further 1 point of BS and WS, so a model with several flesh wounds may have a BS or WS or 0. If both WS and BS reach 0, the warrior drifts into unconsciousness due to loss of blood and automatically goes out of action.

DOWN

When a warrior goes down he is either badly injured or temporarily knocked senseless: he might recover or he might lapse into unconsciousness and even die. Knock the model over and leave it face down to show that the warrior has gone 'down'. A warrior who goes down may do nothing except crawl as noted below.

A player must roll to see what happens to those of his warriors who are down in his recovery phase. Warriors may recover, stay down, or go out of action. Roll a D6 and consult the Injury Table again (1-2 = flesh wound, 3-5 = down and 6 = out of action).

Models which take a flesh wound are placed back on their feet and can continue to fight. Models which stay down remain face down and unchanged. Models that go out of action are removed from the game.

During his movement phase a warrior who is down can crawl or stagger 2" as if he had a M characteristic of 2. He may do nothing else and may not run or charge. This enables a badly wounded warrior to get behind cover or escape from his enemies (if he's lucky!).

OUT OF ACTION

'Out of Action' indicates a warrior is out of the fight and also out of the game. Remove the model from the tabletop. It is impossible to tell whether the warrior is dead or alive, but for game purposes it makes no difference at this stage. After the fight is over you can test to see whether he survives and if he sustains any serious lasting injuries as a result of his wounds (see Da Uvver Book for details).

MULTIPLE WOUNDS

Some weapons inflict more than 1 wound when they hit. A warrior cannot be reduced to fewer than 'zero' wounds, but each extra wound inflicted means you must roll for another injury on the Injury Table. So, if a warrior has 1 wound remaining and suffers 4 wounds he rolls four times on the Injury Table.

Multiple 'down' results are ignored but a warrior can suffer multiple flesh wounds. A warrior who suffers flesh wounds and goes down at the same time is treated as going down but suffers the penalties indicated for his flesh wounds as well. Remember, any warrior reduced to 0 WS and BS by flesh wounds automatically goes out of action.

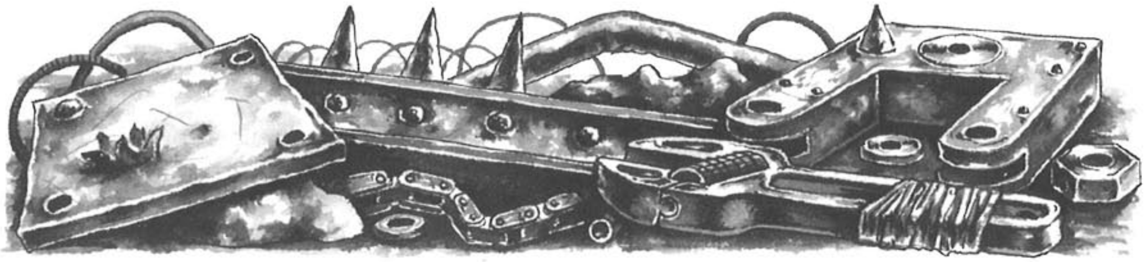
ARMOUR

Older and wealthier Orks are likely to wear some kind of armour, as much to enhance their appearance as to protect them from harm. Armour can save a warrior from being wounded if he is lucky. To represent this there is a special test called a **saving throw**.

If a warrior is wearing armour and suffers a wound then roll a D6. If the dice roll is sufficiently high then the wounding shot has struck the armour and not hurt the wearer at all. The dice score required varies according to the type and quality of armour, but some examples are given below.

Armour	Minimum D6 score required to save
Studded armour	6
'Eavy armour	4

Some weapons are better at piercing armour than others. A thrown spear might easily rebound from armour whilst a huge shell would be a different matter altogether. To represent this, each weapon has an armour save modifier as indicated in its description in the Weaponz section. For example, an 'eavy shoota has a -2 save modifier so all armour saves must deduct 2 from the dice roll. It is not possible to make a save if the score required is more than 6.



PINNED MODELS

As discussed earlier, Orks are easily tough enough to survive flesh wounds and hits without flinching. Grots and Diggas are made of less stern stuff! If a model that is subject to pinning suffers a flesh wound or is hit but not wounded it remains knocked over and lying face up. Whilst pinned the model can do nothing. He may not move, shoot and so on, because he's too busy grovelling in the dirt.

A warrior that is pinned at the start of its turn will automatically recover from being pinned in the recovery phase at the end of the turn. The model effectively misses its turn before it's ready to fight again. Stand the model up in the recovery phase to show that it's no longer filling its trousers.

Escape From Pinning

A warrior which is engaged in hand-to-hand combat will automatically escape pinning. The need to avoid being clubbed into the dirt forces the model into action. Stand the model up to show he is no longer pinned.

If a model has at least one other warrior from the mob within 2" then he can try to escape pinning at the start of his turn. If successful the model will not have to miss its turn at all. Roll a D6, and if the score is equal to or less than the model's Initiative value he has recovered his wits immediately. Stand the model up to show he's ready for action. The model can move and fight normally this turn.

Note that a model can only test to escape pinning if the model within 2" is not down or pinned itself. Instead of reassuring the model and giving covering fire, these warriors are just going to encourage him to keep his head down!

SHOOTING INTO HAND-TO-HAND COMBAT

In Gorkamorka you may not fire into a hand-to-hand combat for two reasons. Firstly, firing into hand-to-hand combat would be unpredictable at the best of times. Both warriors are leaping, ducking and whirling about as they fight and any shot is just as likely to strike one as the other. Secondly, and more importantly, Orks would never fire into a hand-to-hand combat because it offends their natural sense of justice. A warrior has every right to defeat his opponents Ork to Ork (or Ork to Grot or whatever) without getting shot at by his mates.

However, a warrior fighting in hand-to-hand combat on a vehicle obviously can't expect everyone to stop firing at the vehicle – there are limits to an Ork's generosity! Warriors can fire at enemy vehicles even if there are friendly warriors fighting onboard. If a vehicle is hit and it has one or more friendly warriors on board count the warrior(s) as members of the vehicle's crew and randomly apportion any hits that occur.

SHOOTING A WARRIOR WHO IS DOWN

You do not have to shoot at a warrior who is down even if he is the closest target. However, you can shoot at a warrior who is down if you want to and if he is the closest or easiest shot. An Ork warrior would not generally bother to shoot at a target which was already lying wounded or immobile... but players can do so if they wish.

Generally speaking, it is rare for players to shoot at enemies who are down unless the unfortunate warrior is stranded in the open and there are no other targets. However, it sometimes happens that a warrior who is down gets caught in a weapon blast or hit by a vehicle, so it is necessary to know what happens in these circumstances.

If a warrior who is already down takes a further wound or wounds, roll again on the Injury Table and apply the result. A flesh wound will inflict further WS/BS penalties. If the warrior goes down again ignore the result. If he goes out of action remove the model from combat.

SPECIAL WEAPON RULES

STIKKBOMBZ

Bombs are useful weapons which the Orks cheerfully employ against buildings, vehicles and each other. The most common type is the stikkbomb, which is nothing more than an explosive charge fastened to a stick with which it can be easily thrown. If a model is equipped with stikkbombz it is assumed the individual has enough bombs to last until an Ammo roll indicates he has run out, regardless of exactly how many he throws. See *Ammo Rolls* on page 24 for a description.

A warrior can throw a stikkbomb instead of shooting a weapon. A throw is treated exactly like any other shot, so roll to hit using the thrower's Ballistic Skill (BS) characteristic in the usual manner.

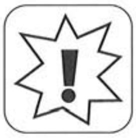
The maximum range a stikkbomb can be thrown depends upon the Strength (S) characteristic of the warrior as shown on the table below.

Thrower's Strength	Range of Throw
1	4"
2	6"
3	8"
4	10"
5 or more	12"

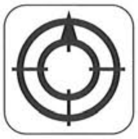
In some cases you will probably want to throw a stikkbomb between enemy models, rather than actually at the foe, so your target will be a specific point on the tabletop rather than an enemy model. The point counts as a small target so the shot will be at -1 to hit as described earlier.

Stikkbombz are usually explosive devices and so a marker is used to represent the extent of their blast. If you hit the target, place the Stikkbomb blast marker with its centre directly over the target model. The target is hit, and any other model that lies wholly inside the blast marker is hit too. If a model lies partially within the blast marker then it is hit on a further D6 roll of a 4, 5 or 6. In the case of warriors which are hit, roll for wounds and injuries as already described. In the case of vehicles see the section on Vehicles for rules on resolving damage.

If you miss the original target then your throw has gone wild but may still land close enough to cause damage. To determine where the shot has landed you must make a **Scatter roll**. To do this you will require two special dice – the Scatter dice and the Artillery dice. Take both these dice and roll them so that they land as close to the target as possible.



Misfire symbol



Hit symbol

If the Artillery dice shows a number this indicates how far you have missed the target by. The actual numbers on the Artillery dice are halved because stikkbombz are thrown at such short distances – so the bomb will land 1, 2, 3, 4 or 5" away. The direction in which the shot lands is indicated by the Scatter dice arrow. Note that the HIT symbol on the Scatter dice also has an arrow marked on it, so it can be used to indicate direction.

Place the marker in the position indicated by the two dice. Stikkbombz can bounce about or rebound in a most alarming manner before going off, so remember that one could scatter up to 5" if you miss. For example: a stikkbomb thrown at a target 2" away may scatter 5" and could even end up behind the thrower (a seriously inept attempt!).

If the Artillery dice shows a MISFIRE then the bomb is a dud and has no effect.

If the dice show a HIT and MISFIRE then the warrior has thrown the bomb wild, dropped it at his feet, thrown the pin at the enemy or something similar. The net effect is that something has gone badly wrong as explained in the rules for Exploding Weapons (see *Exploding Weapons* in the Da Clevver Stuff rules section later).

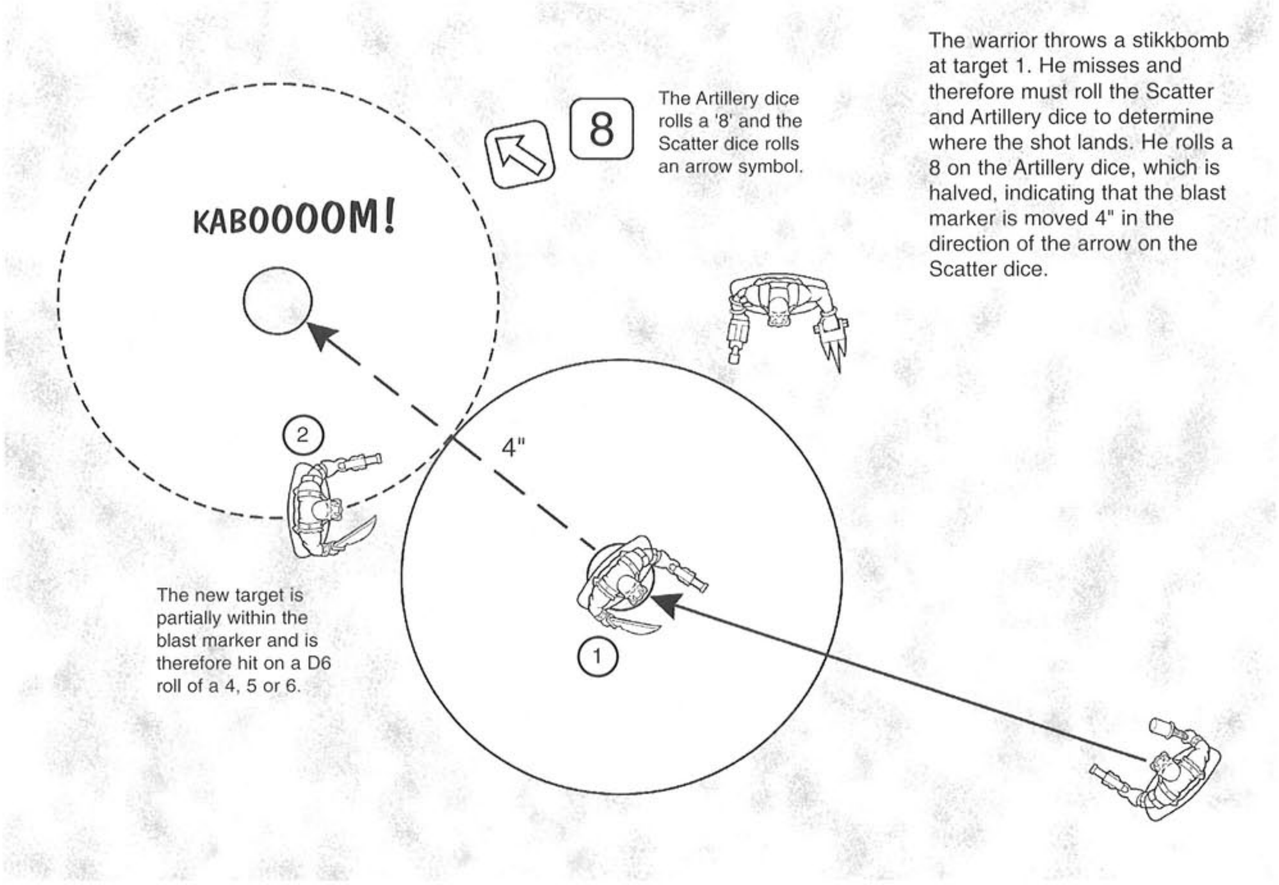
Once the marker is repositioned any models that lie wholly under the blast marker are deemed to have been hit. Any models which lie partially under the blast marker are hit on a further D6 roll of 4, 5 or 6. Work out the effect of hits as already described.

SCORCHAS

Scorchas utilise a special teardrop-shaped template which represents a jet of flame. To shoot a scorcha take the Scorcha template and position it so that the narrow end touches the firing model and the broad end lies over the target. The whole template must be positioned within the shooter's 90° arc of fire.

Any warriors wholly covered by the template are hit automatically. Any warriors partially beneath the template are hit on a dice roll of 4, 5 or 6. In the case of vehicles see the Vehicles section for resolving damage.

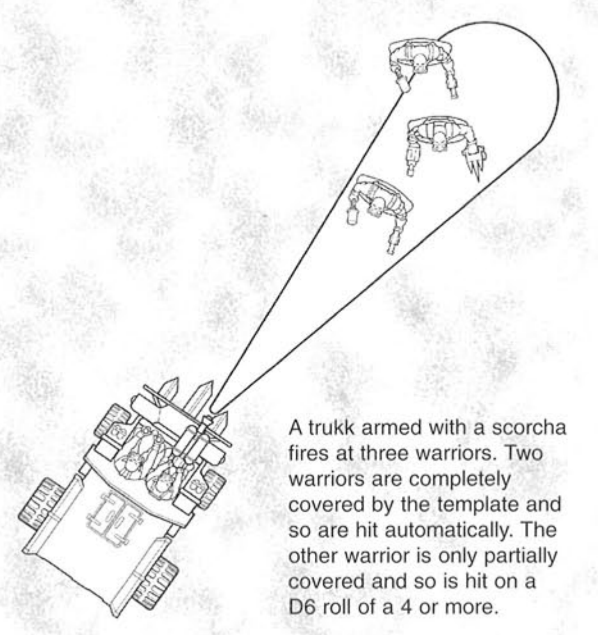
Any hits are resolved as normal, roll for wounds and then determine injuries for warriors as appropriate. Note that because there is no roll to hit the normal modifiers for range, speed and cover do not apply to scorchas. This means scorchas are especially good at winkling enemy warriors out from behind cover!



The Artillery dice rolls a '8' and the Scatter dice rolls an arrow symbol.

The warrior throws a stikkbomb at target 1. He misses and therefore must roll the Scatter and Artillery dice to determine where the shot lands. He rolls a 8 on the Artillery dice, which is halved, indicating that the blast marker is moved 4" in the direction of the arrow on the Scatter dice.

The new target is partially within the blast marker and is therefore hit on a D6 roll of a 4, 5 or 6.



A trukk armed with a scorcha fires at three warriors. Two warriors are completely covered by the template and so are hit automatically. The other warrior is only partially covered and so is hit on a D6 roll of a 4 or more.

FIRING ON FULL AUTO (DAKKA DAKKA DAKKA!)

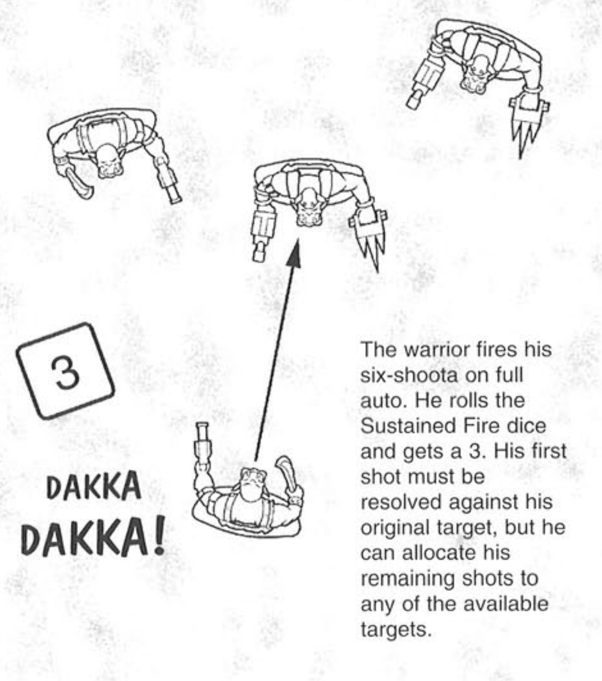
Orks love weapons with plenty of 'dakka', machine gun type weapons which can rake targets with a hail of shells, blasting the same target over and over again, or several targets all close together. Trained troops would fire short bursts so that they could 'track' their firing onto the target before unleashing a full burst for maximum effect. This conserves ammunition and reduces the chances of weapon jams, both completely boring and pointless considerations to an Ork. Orks simply point their weapons in vaguely the right direction and let rip with everything they've got! This is called 'firing on full auto'. Weapons which are capable of using full auto are indicated in the Weaponz section.

When shooting a weapon of this kind declare whether you are firing a single shot or a full auto shot. A single shot is worked out as normal. A full auto shot is worked out as follows.

If you fire on full auto then first roll the special Sustained Fire dice (marked 1, 1, 2, 2, 3 and with the JAM symbol) to find out how many shots you get. A roll of 1 is 1 shot, 2 is 2 shots, and so on.

Pick your target and check the range. If you are within range roll to hit for each shot as normal with all the usual to hit modifiers. If you are out of range of your nominated target then your burst of fire sounds impressively loud but misses totally! Roll a D6 for each of the shots anyway in case the weapon runs out of ammo (see below).

If you wish you can spread your shots amongst other visible enemy models within 4" of the original target as long as they are all within range. Each shot is rolled separately with all the to hit modifiers that apply to the target chosen. At least 1 shot must be allocated to the original target, and more or all shots can be against the original target if you wish. Roll to hit with all the shots before rolling for damage or wounds.



The warrior fires his six-shoota on full auto. He rolls the Sustained Fire dice and gets a 3. His first shot must be resolved against his original target, but he can allocate his remaining shots to any of the available targets.

AMMO JAMS

If you roll a jam symbol on the Sustained Fire dice then no shot is fired and the weapon has gone wrong. You must take an Ammo roll to find out what happens. The rules for Ammo rolls are covered below. Weapons which use full auto are far more likely to malfunction than ordinary weapons... even before the Mekboys start to fiddle with them!

MULTIPLE FULL AUTO SHOTS

Some weapons allow the firer to throw not just one but two or more Sustained Fire dice. These weapons throw out a hail of shells at devastating speed! In this case you can shoot a single shot as always (coward) or up to as many dice as allowed. You do not have to roll all the dice, you can roll fewer if you wish (chicken). You may prefer to roll fewer dice simply to reduce the chance of jamming the weapon. However, as we know, Gorkamorka favours the hopeless optimist and players who hold back on their shots should be jeered loudly.

When you roll a jam then no shots are inflicted from that dice. Other indicated shots from other dice are still valid and are worked out as normal. In addition, you must make a separate Ammo roll for each jam rolled.

AMMO ROLLS

Ammo rolls represent mechanical faults in the weapon and defective ammunition as well as simply running out of ammo. Shells can jam or explode in the breech or just be duds. Weapons can overheat and bits can start to drop off. Remember all weapons are hand built by Ork Mekboyz – Gorkamorka help us!

When you roll to hit a target, a dice score of 6 always indicates that your weapon might have malfunctioned after firing. A further Ammo roll is required to determine what happens. Note that the target is still hit (if a 6 is enough) and the shot is worked out as normal.

Some weapons are more reliable than others. This is reflected by the weapon's Ammo roll rating as shown in the Weaponz section. Roll a D6. If you roll less than the number indicated, the weapon has malfunctioned and is useless for the rest of the game. Make a note of this on a scrap of paper or on your roster sheet. If you roll the score required or more, then the weapon is alright and you can continue to use it normally.

AMMO JAMS

Weapons which use the Sustained Fire dice can also go wrong as a result of an Ammo Jam roll. Make an Ammo test for each jam rolled. These weapons are more likely to go wrong than single-shot weapons because they can malfunction on a to hit roll of 6 and as a result of a Jam roll on the Sustained Fire dice.

SCORCHAS

Scorchas spew a highly volatile combustible fluid which ignites on contact with the air, throwing flames all over everything in its path. Sounds dangerous, and it is... not just for the target, either. Every time a scorcha fires you must make an Ammo roll afterwards. This can result in a scorcha malfunctioning after firing once, which just goes to show how unreliable these spectacular weapons can be.

STIKKBOMBZ

Stikkbombz will automatically fail any Ammo test they are required to take. This means that the warrior has thrown his last stikkbomb of that type – or that any further bombs of that kind he has are duds.

OUT OF RANGE

If you shoot and your target is out of range then you must still make a roll 'to hit' to see whether an Ammo roll is required. You cannot hit the target but will need to make an Ammo test on a roll of 6 as normal.

HAND-TO-HAND COMBAT

Fighting at close quarters with short ranged weapons, knives, clubs, fists and foreheads is dangerous... even for Orks who have tremendously thick skins and even thicker skulls. In this section we consider rules for hand-to-hand combat – or what happens when models come into base-to-base contact.

WHO CAN FIGHT

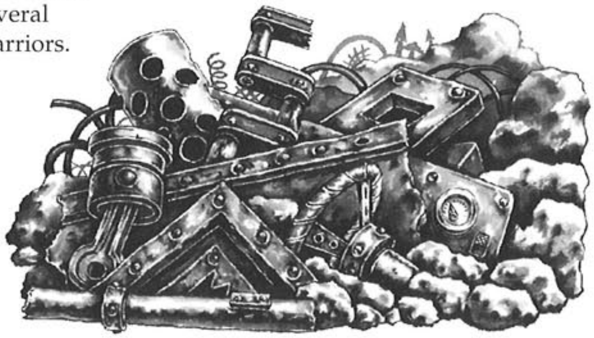
Warriors on foot which are touching base-to-base are said to be engaged in hand-to-hand combat. Vehicles can't fight in hand-to-hand combat as such, although it is possible for a warrior to leap aboard a vehicle and fight its crew as we shall see later. For now we'll just consider two 'footers' slogging it out at close quarters, just to keeps things straightforward.

In the hand-to-hand phase all warriors on foot whose bases are touching those of enemy warriors on foot, can fight. You will notice that it does not matter which side's turn it is, all models engaged in hand-to-hand combat will fight. Unlike shooting, a warrior can fight to his front, sides, or rear as necessary. In reality the warriors are grappling with each other, rolling about on the ground, swapping punches, blasting away with pistols, and so on.

Warriors engaged in hand-to-hand combat cannot shoot in the shooting phase. Although the hand-to-hand phase comes afterwards, the combatants are, of course, fighting all the time and are far too preoccupied to consider shooting at other targets. Any close range shots they might be able to fire off against their adversaries are taken into account in the hand-to-hand phase.

PROCEDURE

Most fights are 'one-on-one' encounters between one foot model and another. These are the easiest combats to resolve, so we'll describe how to do these first, before considering more complex situations involving vehicles or several warriors.



HAND-TO-HAND COMBAT

1 Throw Attack Dice

Both players roll a number of D6's equal to their model's Attacks (A) characteristic.

2 Work Out Combat Score

Each player picks his highest scoring dice and adds his Weapon Skill (WS) to the score. He then adds any combat score modifiers as shown on the table over the page. The total is the **combat score**.

3 Determine Winner

The player with the highest combat score wins. In the case of a tie the model with the highest Initiative (I) characteristic wins. If there is still a tie the result is a stand-off.

4 Number of Strikes

Compare the combat scores of both combatants. The difference between their scores is the number of times the winner has struck the loser. If you win on a tie you strike once.

5 Throw to Wound

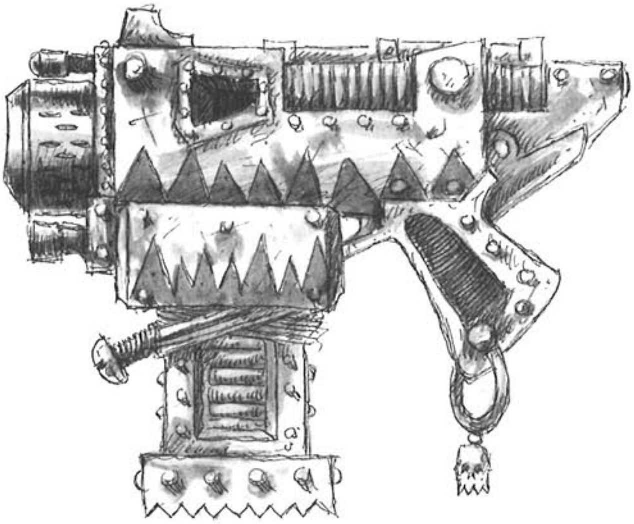
For each strike inflicted, the winner rolls a D6 on the Wound Table exactly the same as for hits from shooting. The Strength value of the strike will depend upon how the warrior is armed, as described below.

6 Saving Throw

Models which are wearing armour may attempt saves in the same way as warriors hit by shooting.

7 Resolve Injuries

Resolve injuries in the same way as described for wounds inflicted by shooting.



ATTACK DICE

Roll the number of Attack dice indicated by the warrior's Attacks (A) characteristic. This will often be one, but some especially mean warriors may have two or more Attacks.

Although a model may roll more than one Attack dice it is only the single dice with the best result that counts towards the combat score. The advantage of rolling more dice is that it gives you a better chance of rolling high.

FIGHTING WITH TWO WEAPONS

If the warrior carries a weapon in each hand, such as two pistols, two clubs, or a pistol and a choppa, then the model rolls one extra dice to represent the extra weapon.

This bonus only applies to warriors armed exclusively with pistols or with combat weapons such as knives, clubs and choppas. It does not apply to warriors who carry more cumbersome gunz such as shootas, kannonz, and the like. Carrying stikkbombs does not prevent a warrior using an extra weapon, as these are assumed to be shoved into his belt or tucked away in a bag. These different kinds of weapon are discussed in detail in the Weaponz section.

DETERMINE WINNER

Each player takes his best Attack dice roll, adds the warrior's Weapon Skill (WS) and then applies the following modifiers. The highest score is the winner. In the case of a tie the model with the highest Initiative (I) characteristic wins and strikes his enemy once. If both models have the same Initiative the result is a stand-off and no blows are struck.

COMBAT SCORE MODIFIERS

+1 **Opponent Fumbles (Ooops!)**
Add +1 to your score for each of your opponent's dice which rolled a 1. These are **fumbles**, representing dropped weapons, a trip, misdirected blow, and so forth. See the Fumble rule for a full explanation.

+1 **Critical Blow (Aaaargh!)**
Add +1 to your score for each additional roll of a 6 made on your dice. These are **critical blows**, telling hits or an opportunistic pistol shot at point blank range. See the Critical Blow rule for a full explanation.

+1 **Charging**
If your warrior charged into combat this turn add +1 to his combat score to represent the extra impetus of his assault.

+1 **Higher Up**
If your warrior is standing on a parapet, platform, or on a vehicle then add +1 to his combat score to represent the fact he is higher than his enemy and can rain blows upon his head more easily.

-1 **Charging Obstacle**
If you charge an enemy who is sheltering behind cover such as a rock, pile of rubble, or low wall, then you suffer a -1 penalty on your combat score to represent the extra difficulty of striking your enemy. Note that this only applies when you charge; afterwards you are assumed to have clambered onto or up to the obstacle so that it no longer forms a barrier.

Note that hit modifiers for weapons are never applied in hand-to-hand combat. These only apply when shooting at a distance as explained in the Shooting section.

NUMBER OF STRIKES

The difference between the winner's combat score and the loser's combat score is the number of times the winner has struck the loser. Although we've used the word strike to differentiate between hits from shooting and those inflicted in hand-to-hand fighting, hits and strikes amount to the same thing in terms of the game rules. It is perfectly acceptable to call them hits or strikes, and you'll probably find the terms used interchangeably.

Example: a warrior (WS3) is fighting a Yoof (WS2). The warrior rolls a 4 and adds his WS of 3 to make a total of 7. The Yoof rolls a 5 and adds his WS of 2 to make 7, but the Yoof has charged and so adds a further +1 making 8. The Yoof has won by 8 to 7, and the difference (1) is the number of times he has struck his opponent.

WOUNDS, ARMOUR AND INJURIES

Once you have established the number of strikes caused, the remaining procedure is the same as for hits from shooting. Refer back to the Shooting section to remind yourself how this works.

WEAPONS

Only pistols and weapons such as knives, choppas and clubs can be used in hand-to-hand combat. For convenience we refer to the latter by the 'cover-all' term of *hand-to-hand weapon*, which includes all cutting, stabbing or bludgeoning weapons. This is explained in detail in the Weaponz section.

A warrior will, generally speaking, fight hand-to-hand combat with the weapons he carries as depicted on the model itself. However, as it is impossible to use larger, heavier weapons such as shootas in hand-to-hand combat, warriors are allowed to draw any one pistol or hand-to-hand weapon from a pouch, bag, holster, etc. If a warrior has nothing at all with which to attack his foe then he must resort to his fist or teeth – although in the case of an Ork this is barely a compromise! The section on Weaponz explains which weapons can and cannot be used in hand-to-hand fighting.

Bear in mind that a warrior who carries a weapon that is larger or heavier than a pistol needs at least one hand just to carry it, so he can only ever have one hand free to use a pistol or hand-to-hand combat weapon.

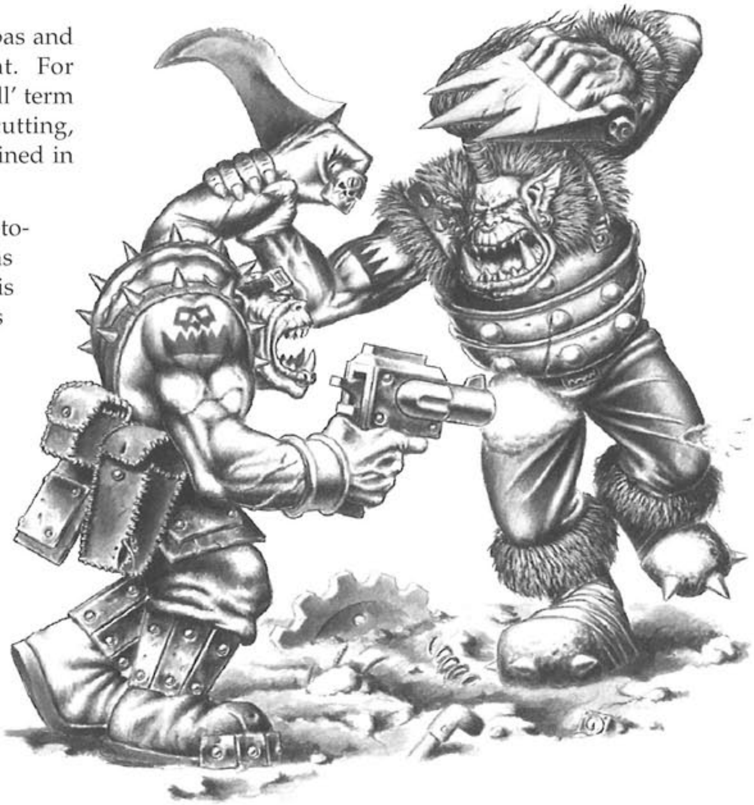
A warrior who carries a pistol or hand-to-hand combat weapon in each hand normally fights with the two weapons depicted on the model. However, if he wishes, he is allowed to swap one weapon for another pistol or hand-to-hand combat weapon at the start of hand-to-hand combat. For example, a warrior who has two six-shootas might put away one pistol and draw his choppa. The player must declare that he is doing so at the start of the combat.

Once a combat is underway combatants must persevere with the weapons they have. There is insufficient time to swap weapons from turn to turn. Weapons can only be swapped once the combat is over.

STRIKES

If a warrior fights with a single weapon then all strikes inflicted in hand-to-hand fighting are assumed to have been made with that weapon – be it a choppa, slugga, or whatever. Resolve the strike using the Strength of the weapon as indicated in the Weaponz section.

If a warrior fights using two weapons (one in each hand) then he strikes alternately, first with one hand and then the other. For example, a warrior armed with a choppa and a slugga, and who strikes twice, does so once with his choppa and once with his slugga. Odd strikes can be resolved with either weapon.



ARMOUR MODIFIERS

Knives, clubs and most hand-to-hand combat weapons use the warrior's own Strength. The table below is used to determine saving throw modifiers where a model's own Strength is used in hand-to-hand fighting.

Model's Strength	Armour Save Modifier
3 or less	0
4	-1
5	-2
6	-3
7	-4
8	-5
9 or more	-6

THE BLOCK

Warriors armed with shields can attempt to turn aside an opponent's blows. This is called a **block**. To represent this, a model using a shield can force an opponent to re-roll his highest scoring Attack dice before working out his combat score. Remember, if your opponent has 2 or more Attack dice he can always choose his next highest score rather than the score of the re-rolled dice.

If both combatants are using shields then the ability to block cancels out and neither may do so.

FUMBLE

In the mayhem of hand-to-hand combat it is only too easy to trip or overbalance, exposing yourself to a quick punch or stab. This is represented by the **Fumble rule**.

Any Attack rolls of a 1 indicate that you have tripped, dropped a weapon, or otherwise fumbled in some incompetent manner. For each fumble rolled your opponent may add +1 to his own combat score.

CRITICAL BLOWS

A critical blow represents a lucky hit, a spectacular feint, or some especially cunning trick that enables you to get in an extra blow or shot. When you roll more than one Attack dice, there is a chance of scoring a critical blow. You must roll at least two 6's. The first 6 is taken as your highest score and each extra 6 counts as a critical blow adding a further +1 to your total.

For example, if you have an Attacks (A) characteristic of 2 and a pistol in each hand you roll 3 Attack dice (2 for your Attacks and 1 for the extra weapon). If you roll two 6's and a 3 you pick one of the 6's as your highest score and add +1 critical blow for the extra 6 giving you a combat score of 7 plus your Weapon Skill (WS).

MULTIPLE COMBATS

So far we have only considered situations where one warrior on foot is fighting another warrior on foot. Next we'll deal with multiple combats when one warrior is fighting two or more enemies at once.

In a multiple combat the outnumbered model must fight each of his opponents one after the other during the hand-to-hand combat phase. The outnumbering player may decide the order in which his models will fight. Having chosen the first model to fight, the combat is worked out exactly as described for a one-on-one fight.

If the outnumbered model survives he must go on to fight his second opponent. The enemy chooses his second fighter and the combat is worked out as before except that the outnumbering player may now roll an extra Attack dice and adds a further +1 to his combat score.

If the outnumbered model survives he goes on to fight the third, fourth, fifth and each successive enemy until he has fought them all. Each subsequent enemy he fights gains a further Attack dice and adds a further +1 to his combat score. For example, the third enemy has +2 Attack dice and +2 combat score, the fourth as +3 Attack dice and +3 combat score, and so on.

VEHICLES

Fighting onboard vehicles is a particularly hazardous affair – not least because defeated warriors tend to get hurled overboard, crushed beneath the vehicle's wheels, or dragged along the ground. The rules for boarding and fighting aboard vehicles have been included in the Vehicles rules section, and it is suggested that players learn the rules in this section before worrying about how to resolve these more complex combats... entertaining as it is.

FOLLOW-UP

If all of a model's hand-to-hand opponents go out of action the model may make a special **follow-up move**. This is an exception to the normal turn sequence and it makes no difference whose turn it is. The model may be moved up to 2". You can use this 2" move to get behind cover, to engage another model in hand-to-hand fighting, or in any way you wish. You can cross an obstacle without penalty during a follow-up move, but other terrain penalties apply as normal.

If you use a follow-up move to engage another enemy then move the model but don't work out further combat that turn. The fight continues in the next hand-to-hand combat phase. This is because the warrior has insufficient time to do anything other than follow-up. This is an exceptional circumstance where a model may engage in hand-to-hand combat without charging. No charging bonus is added to the combat score if a model follows-up into combat.

WARRIORS DOWN

Warriors who are wounded and go down are completely at the mercy of their enemy. In a one-on-one combat any model that goes down is automatically out of action. His enemy finishes him off with a quick blow and the model is removed.

In multiple combats a warrior who goes down has more chance of survival. Where all models on one side go down they are automatically out of combat. Where two or more models are fighting on the same side, some can go down and crawl away at 2" in their movement phase so long as at least one continues to fight.

VEHICLES

This section of the Gorkamorka rulebook explains the rules for bikes, buggies and other vehicles. It explains how they move, how to shoot from moving vehicles, how to board vehicles and grapple with their crews, and so on. Because vehicles are a major part of Gorkamorka the rules are, by necessity, fairly long and detailed. To make them easier both to learn and use the rules have been broken down into four separate sections: *Movement, Ram-Ram-Ram, Shooting* and *Boarding Actions.*

MOVEMENT

The Movement section describes how to move vehicles as well as how warriors climb aboard and get off again. All vehicular movement is conducted in a similar manner and reflects the technology of the engines available to the Orks.

On the world of Gorkamorka vehicles commonly have two propulsion systems. Often these are entirely separate, although sometimes they are linked together and the driver can switch between one and the other.

The first is an efficient gas-powered engine that enables a vehicle to trundle along slowly and steadily. Once a vehicle is in motion this engine will keep it going at a modest pace almost indefinitely.

The second is a much more powerful thruster that delivers a sudden spurt of speed. In some cases the thrust is provided by a rocket motor strapped to the back of the vehicle. In other cases a highly volatile fuel is fed directly through a reinforced gas engine by means of a super-charger. This can only be kept up for a few seconds at a time. If left running the motors will explode, seize, or overheat and cut out.

Gas engines are used for almost all normal movement. Thrusters are used only in emergencies and in battle. Gas engines are predictable and tractable, but with low top speeds and pathetic acceleration. Once a driver fires his thrusters acceleration is back-breakingly phenomenal, but it becomes difficult to steer the vehicle and it is likely to skid, spin, or veer off course.

RAM-RAM-RAM

This section cover all the rules for rams, collisions, and physical contact with other vehicles, footers, and solid objects. Most of these actions take place during the movement phase, but they have been gathered into one place for the sake of clarity.

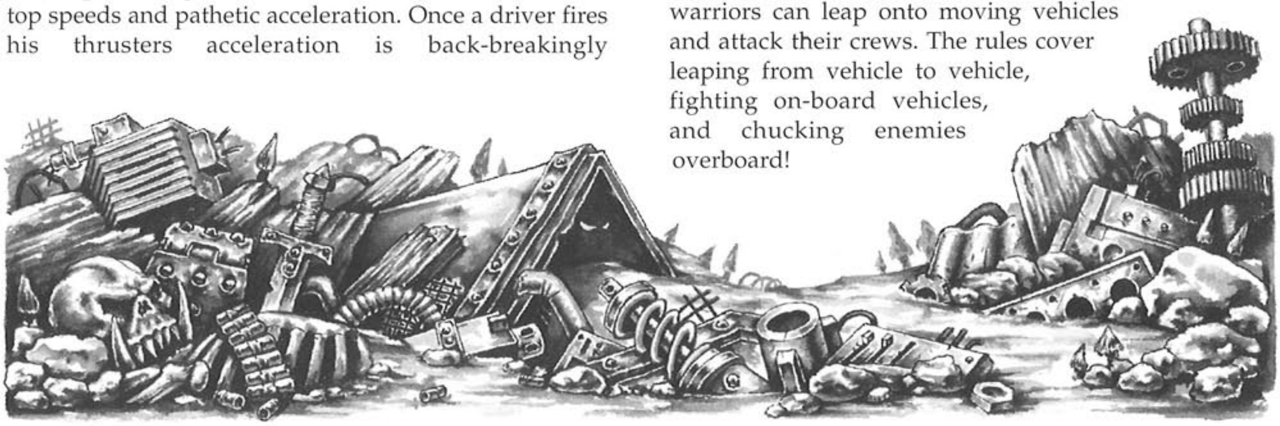
SHOOTING

The Shooting section describes how to shoot at and from vehicles. The important thing to remember here is that a vehicle is a single large target. When you shoot at a buggy crammed full of Boyz then you are shooting at the buggy. If you hit the buggy then a further roll is made to see whether you hit the driver, crewmen, the tyres, and so on.

Separate charts are provided for determining where exactly shots land within a vehicle, or what parts are affected by a shot or blast.

BOARDING ACTIONS

The rules for boarding actions describe how warriors can leap onto moving vehicles and attack their crews. The rules cover leaping from vehicle to vehicle, fighting on-board vehicles, and chucking enemies overboard!

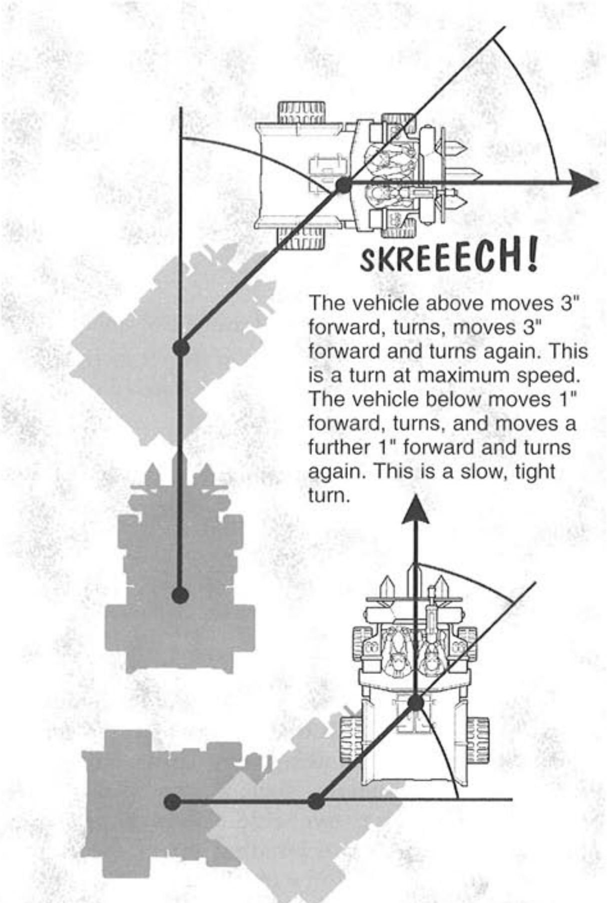


MOVEMENT

During the movement phase the player whose turn it is may move all his vehicles as well as any warriors on foot. Move one vehicle at a time and complete the move of each vehicle before moving another. Often you will have to resolve damage from rams, swipes and collisions before finishing the move of a vehicle, so the movement phase can be a busy one!

GAS ENGINES

All vehicles have efficient but sluggish gas engines which are used in day-to-day travel. When you wish to move a vehicle during your movement phase you start by using the gas engine. This enables the vehicle to move up to 6". After moving this distance you can decide whether to employ the thrusters to give the vehicle extra movement. We'll come back to thrusters in a moment. For now we'll just consider moving under gas.



The vehicle above moves 3" forward, turns, moves 3" forward and turns again. This is a turn at maximum speed. The vehicle below moves 1" forward, turns, and moves a further 1" forward and turns again. This is a slow, tight turn.

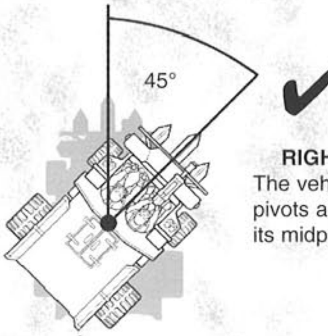
TURNS

In reality a turning vehicle describes an arc, which we repesent by a series of pivots of up to 45° to the left or right.

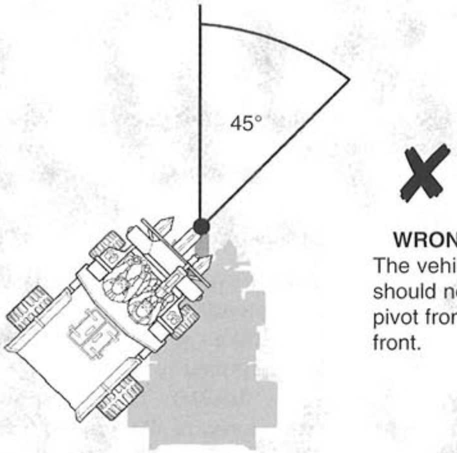
A vehicle can turn twice as it moves under gas power. The vehicle begins by moving between 1" and 3" and then pivots up to 45° about its midpoint. The vehicle then moves between 1" and 3" and pivots again. The vehicle has then completed its movement under gas power.

Although a vehicle can move up to 6" and can turn twice, you will notice that it cannot move 1", turn, move 5" and turn again. The turns are divided equally into each half of its move. It can move 1" turn, move 3" and turn, or 3" and 1", or 3" and 3", or 1" and 1", and so on. Note that a vehicle must move at least 1" before turning, it cannot turn at all if it does not move.

Astute players will also take note that vehicles pivot about their midpoint rather than from their front. This actually makes the turns slightly tighter and looks more convincing too.



RIGHT
The vehicle pivots about its midpoint.



WRONG
The vehicle should not pivot from its front.

SLOW SPEED MANOEUVRES (Three Point Turns)

Sometimes a vehicle finds itself stuck in a situation where it must move carefully and slowly to extricate itself from a tangle of wreckage or perhaps turn round in a tight spot. In order to facilitate this, vehicles are allowed to make what are called **slow speed manoeuvres**. This is the only time when vehicles are allowed to engage reverse gear and move backwards!

If you want to make a slow speed manoeuvre you must declare this when you move the vehicle. You can then move the vehicle 1" forwards or backwards and turn up to 45°, then move a further 1" forward or backwards and turn, then move a further 1" forward or back and turn for a third time. Your move is then over. Thrusters cannot be used in conjunction with a slow speed manoeuvre, so after completing the manoeuvre the vehicle's movement is ended for the turn.

Players will see immediately that the slow speed manoeuvre will allow a driver to make three-point turns or to reverse out of situations where it is impossible to move forwards at all. After spinning it is sometimes a good idea to use a slow speed manoeuvre to get back on course.

THRUSTERS

Once a vehicle has moved under its gas engine the driver can use **thrusters**. Thrusters provide short bursts of power which propel the vehicle forward quickly. Each burst will carry the vehicle a further 1 to 6" as the player chooses – shorter distances representing a shorter burst.

Before using thrusters the player must declare that he is doing so and how far he intends to move. He must then make a Thrust test by rolling a D6. A score of a 1 means the thrusters have malfunctioned in some way. A score of a 2 or more means the thrusters have fired and the vehicle is boosted directly forward the desired distance. If the thrusters malfunction you must make a roll against the Thruster Buster Chart.

A driver can continue to add further bursts to his move until he fails a Thrust test. Theoretically, he could keep on accelerating, adding 6" to his move indefinitely! In practice, however, the engine will malfunction long before this happens. The chance of malfunctioning increases each time thrusters are used during the movement phase. The first time they are used the Thrust test is failed on a 1, the second time the test is failed on a 1 or 2, and each subsequent time the thrusters are used they will fail on a 1, 2 or 3. Thrust tests never get more difficult than this – they will always work on rolls of 4 or more.

Once a thruster malfunctions the vehicle's movement is ended for that movement phase. The player must then refer to the Thruster Buster Table to see what happens. This might result in the vehicle moving forward randomly, spinning or swerving to the side.

THRUSTER BUSTER TABLE

Roll a D6 to determine what happens.

1 Spin

The vehicle remains where it is but spins round to face a random direction. Use the Scatter dice to determine the direction the vehicle now faces.

2 Move D6" straight ahead and spin

The vehicle moves D6" straight forward and then spins as described above.

3 Swerve left/right and move D6" ahead

The vehicle pivots 45° either to its left or right (D6: 1-3 left, 4-6 right) and then moves forward D6".

4+ Move D6" straight ahead

The vehicle moves D6" straight forward before the thrusters give out.

After failing a Thrust test a vehicle's movement is finished for the turn. This does not prevent the vehicle moving again in the following turn. Thrust failures are momentary malfunctions such as vapourised fuel, localised overheating, over-ride valves popping, or blow-back from pressure building up in the engine. Thrusters aren't meant to be operated for more than a few seconds at a time!

TURNING WITH THRUSTERS

Thrusters propel a vehicle straight forward. The driver is slammed back in his seat, arms rigid, feet planted firmly on the pedals, a big toothy grin plastered all over his face. It takes all his strength just to steer a straight line, let alone try to turn the vehicle. Nonetheless some try.

When moving under thrusters the driver can attempt to turn a vehicle once at the end of each thrust move. To keep control the driver must take and pass a Leadership test. This is accomplished as follows. Having completed the thrust, take two dice and roll them adding the scores together (ie, a 2D6 roll). If the score is equal to or less than the driver's Leadership (Ld) characteristic value then he has passed the test. If the score is more than the driver's Leadership then the test is failed.

If the test is passed then the vehicle may turn by pivoting up to 45°. The driver can then thrust again if he wishes.

If the test is failed the vehicle slews a further D6" straight ahead and its movement ends for that movement phase. The driver is forced to back off the thrusters in order to bring the vehicle back under control.

UUUER STUFF

BIKES AND TRAKS

Bikes and traks use the same gas engines and thrusters as buggies and truks. However, because these vehicles are lighter or heavier or have different layouts, the results are slightly different for them.

Bikes are lighter and accelerate more quickly. Therefore bikes do not have to take a Thrust test for the first thrust move they make each turn, instead they fail their 2nd test on a roll of 1, their 3rd on a 1 or a 2, and so on.

Traks are heavier and less speedy than buggies. When traks use their thrusters they move up to a maximum of 5" instead of up to 6".

VEHICLES AND TERRAIN

Vehicles moving over difficult ground can move only by means of slow manoeuvres. Aside from slow manoeuvres, if travelling under power when moving over difficult ground the vehicle spins and then stops. See the Vehicles section for further details. Traks are better at climbing steep dunes and escaping clinging slime pools so they do have the advantage of being able to move over difficult ground without penalty.

Vehicles cannot move at all over very difficult ground. If forced into such ground they spin and come to a standstill, and are immobilized for the rest of the battle.

GETTIN' ON AND OFF

The Orks of Gorkamorka use their vehicles to carry warriors into battle and as fighting platforms once they are there. Accordingly, vehicles can carry warriors in games of Gorkamorka. Just how many warriors can be carried by a particular vehicle depends on its size and how much available space there is for warriors to stand on.

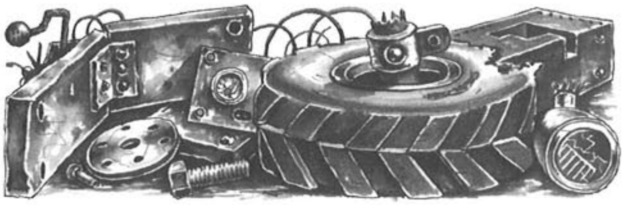
Instead of attempting to write endless and pointless rules limiting how many warriors a vehicle can carry, the simple rule is that your vehicles can carry as many warriors as you can fit on board them. Obviously you shouldn't balance warriors on top of each other and if they fall off every time you move the vehicle you're trying to carry toooooo many. There are plenty of good reasons for not cramming too many warriors onto your vehicles as you'll see later.

Models can get on or off a vehicle before it uses its thrusters in complete safety. If the vehicle starts using its thrusters the Boyz should hang on as best they can! Trying to get onboard a vehicle that is using its thrusters is covered in the Boarding rules later. However, it is quite likely that you will want to drop off your Boyz to grab tempting scrap or fight the enemy as you're hurtling along. In these cases the following rules apply.

Place models which are jumping off a vehicle in contact with its side or rear as it moves along. You may plonk models straight into combat with enemy models if you wish, and they will count as charging into combat if they survive the jump.

Roll a D6 for each model jumping off a vehicle which has started moving using its thrusters. The models will take a Strength 3 hit on a D6 roll of 4, 5 or 6. Any models that suffer a hit may not move any further, otherwise the models may complete their move as normal and may run, charge or hide if you wish. A model which leaps off a vehicle may not set overwatch on the same turn but it may shoot if it is not running, hiding or charging.

Note that a model may not board and leave a vehicle on the same turn. Remember these are ramshackle vehicles hurtling around at breakneck speeds, not buses.



VEHICLES WITHOUT A DRIVER

If a vehicle is left without a driver for any reason (because he has been pinned, thrown overboard, or whatever) the vehicle will slew randomly immediately and in each subsequent movement phase until the driver is replaced.The vehicle swerves 45° left or right (roll a D6 – 1-3 = left, 4-6 = right) and moves D6" forward. This is the only movement a driverless vehicle can make during its turn.

See Boarding Actions for more details about drivers getting distracted by unsociable types trying to blow them up or crack their skulls.

TAILING AND RACING

If you move a vehicle so that it is nose to tail with an enemy vehicle and no more than 2" away, then you can declare your driver will tail the enemy. This allows the vehicle to move when the enemy moves.

If you move a vehicle alongside an enemy, so that they are side-by-side, going in the same direction, and no more than 2" away, then you can declare the driver will race the enemy. This allows the vehicle to move as the enemy moves, racing along side-by-side.

Tailing and racing are both 'chases' and use the same rules. Having declared your driver's intention to tail or race you surrender any remaining move the vehicle might have. Any further movement is subsumed into the enemy's turn.

In the enemy's turn a tailing vehicle will literally follow the vehicle in front. Racing vehicles will drive along side-by-side. This is treated as a new move for the chaser, so he can follow the enemy using gas engines at first, after which he will need to use thrusters to keep up. When the enemy turns the chaser can attempt to follow. He can do this twice in the normal manner under gas power.

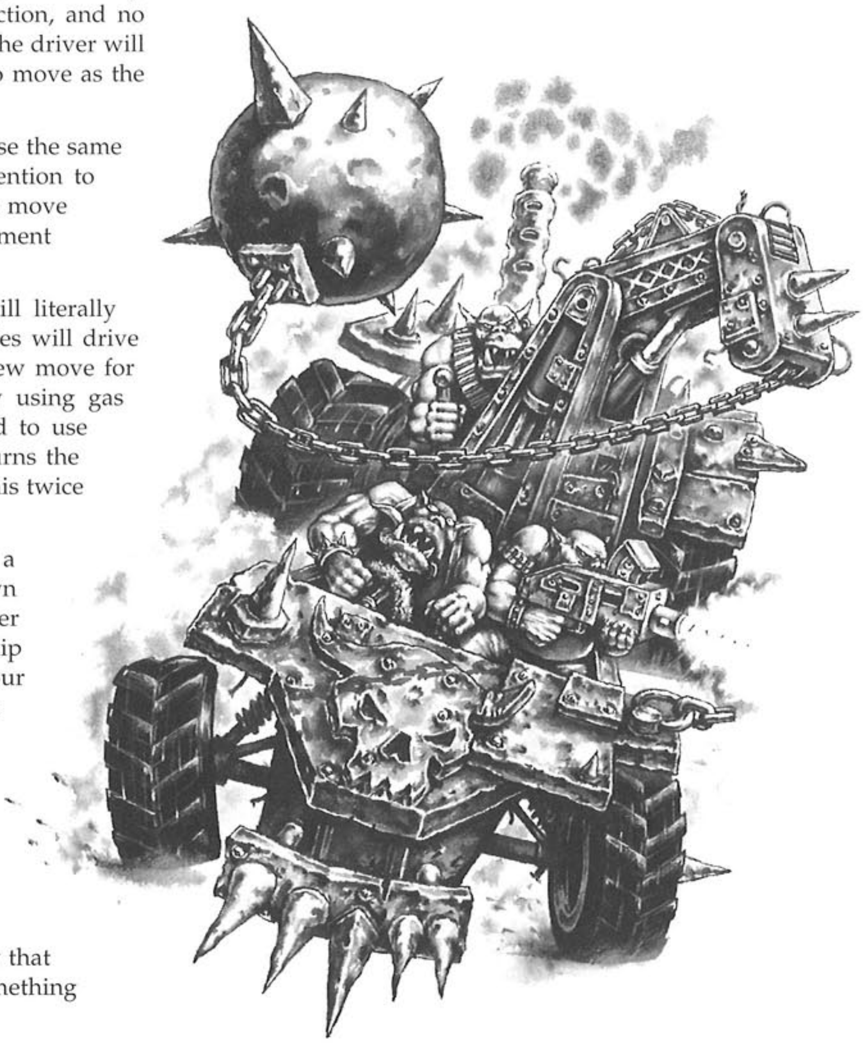
If the enemy uses thrusters to move away a driver can only keep pace by using his own thrusters. Should the enemy turn under thrusters then you must make a Leadership test to turn too. If the enemy turns and your driver fails to follow, then your driver has been shaken off and he ceases to tail/race. If a chasing vehicle is shaken off because of a failed Thrust test or failing to turn while using thrusters it suffers the usual consequences: ie, rolling on the Thruster Buster Table or skidding forward D6".

If the enemy vehicle moves in such a way that a racer cannot move without hitting something then the driver must take a Leadership test to reposition the vehicle either behind or to the other side of the enemy. If successful then the driver continues the race or falls back into a tailing position. If he fails then he has been shaken off and ceases to chase. A chasing vehicle can always opt to give up the chase voluntarily and simply stop moving.

CHASERS SHOOTING

As chasing vehicles keep pace with the enemy they will almost certainly be pouring fire into the enemy vehicle. In the game shooting happens in the shooting phase, but in actuality a chasing vehicle is ideally placed because the foe is right in its sights.

To represent this everyone onboard a chasing vehicle which has successfully kept pace can shoot at the enemy it is chasing (not anyone else) in the enemy's shooting phase as well as its own. Furthermore chasing vehicles (and their occupants) shoot before the enemy!



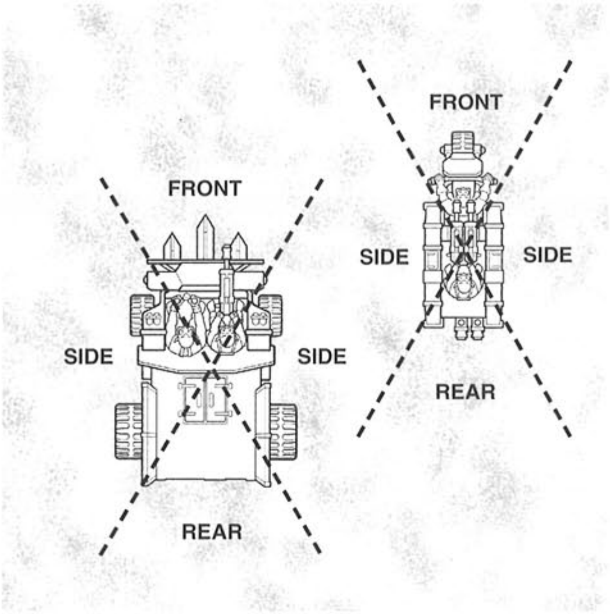
RAM! RAM! RAM!

This section deals with rams, collisions and all rules for physical contact between a vehicle and other vehicles, warriors on foot, and solid objects such as rocks, wreckage and obstacles. Ramming is just one way in which two vehicles can touch while moving – they can also collide accidentally and they can sideswipe or rake as we'll see later.

To start with we'll deal with all the rules for vehicle against vehicle contact, starting off with frontal rams, deliberate sideswipes and rakes, and finishing with accidental collisions. Then we'll cover the rules for running over warriors on foot. Finally, we'll consider what happens when vehicles run into solid objects like the large, crudely welded obstacles you get in this box.

FOUR QUARTERS

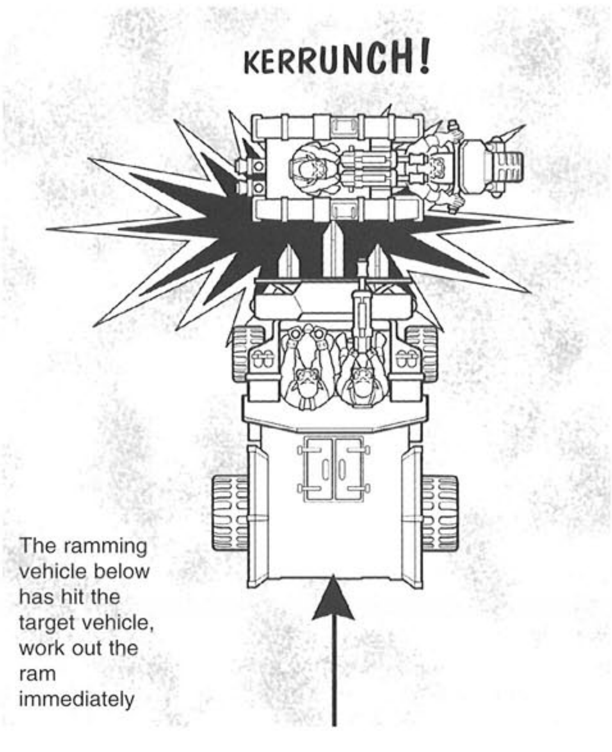
For purposes of explaining the rules for ramming, sideswipes and rakes, it is useful to divide the zones around the vehicle into four zones or quadrants. Each zone is extended from the corners of the vehicle as shown on the diagram below.



As you can see the zones divide into front, sides and rear. This division is necessarily a bit rough and ready – the design of the vehicles themselves will guarantee this – so a certain degree of judgement is sometimes called for. If players cannot agree which zone is involved roll a D6 and the highest scoring player decides.

RAMMING

No surprises here – a ram describes the situation where a vehicle ('rammer') is driven front first into another vehicle ('target'). The target must lie mostly within the frontal zone of the rammer. If the target lies mostly to the side or rear then you are sideswiping, raking or colliding as described later.



The ramming vehicle below has hit the target vehicle, work out the ram immediately

The results of a ram are worked out as soon as you move your vehicle against another, before completing the vehicle's movement, and before moving anything else.

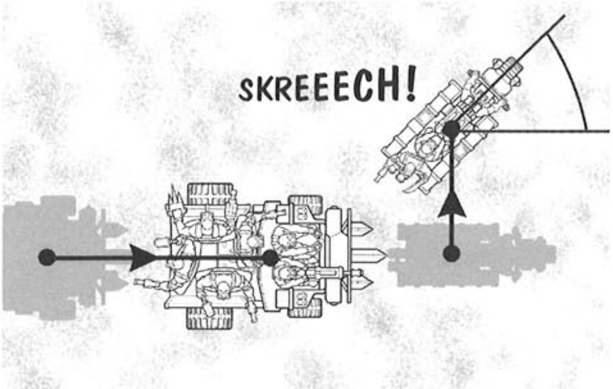
RAMS TO THE SIDE OR REAR

If you attempt to ram a moving enemy vehicle in the side or rear then the enemy driver can attempt to swerve out of the way at the last minute. Roll 2D6 and compare the score to the target driver's Leadership value (Ld). If the score is equal to or less than the driver's Ld then he has successfully swerved aside. Otherwise he has failed to do so and his vehicle is rammed.

Note that an immobilised vehicle, or a vehicle which did not move in its previous turn and which is therefore judged to be stationary, cannot try to avoid a ram.

SWERVE

When a successful swerve is made the target vehicle is simply moved to the left or right out of the rammer's path. The vehicle isn't permitted to move backwards to avoid a ram, but it can move in any other direction forwards, left or right, though a swerving vehicle can't move so that it rams, rakes or sideswipes something itself. Once the vehicle has swerved aside it is pivoted 45° in the direction it has moved. For example, if the vehicle moves to its left then turn it 45° to the left, if it moves to its right turn it 45° to its right.



The target vehicle has successfully avoided collision and has swerved 45° to the left.

In most cases it will be obvious which way to pivot the swerving vehicle, but where it isn't immediately apparent it is permissible to pivot randomly to the left or right (D6 – 1-3 left; 4-6 right). It is important to pivot the vehicle one way or the other because this represents the sudden and unnerving change in direction as the driver hauls the vehicle aside at the last second!

If a target vehicle swerves out of the way the rammer carries on moving in a straight line and must move his full remaining movement distance. This might result in the rammer hitting another vehicle, or even colliding with a solid object, in which case these actions are resolved immediately.

HEAD ON RAMS (PLAYING CHICKEN)

Front to front rams between moving vehicles are worked out slightly differently because the target vehicle has to decide which way to swerve and might well get it wrong! Move the rammer up to the enemy vehicle so that they touch. Then each player takes a D6 and secretly places it on the table behind his cupped hand, choosing a number of between 1 and 6 as he does so. A score of 1 or 2 indicates the vehicle will swerve to its left, a 3 or 4 indicates it will carry on ahead, and 5 or 6 that it will swerve to its right. No Leadership test is needed for either vehicle in this case.

Once both players have nominated the direction they will take using the dice the scores are revealed. Both vehicles are then pivoted in the nominated direction.

If both vehicles go straight forward or swerve into each other then they have hit head on. The ramming vehicle's move is over for the turn (very suddenly over!). Otherwise the target has avoided the rammer, and the ramming vehicle completes its remaining move to the full. The target vehicle is moved aside as required to make way for the rammer as he speeds past.

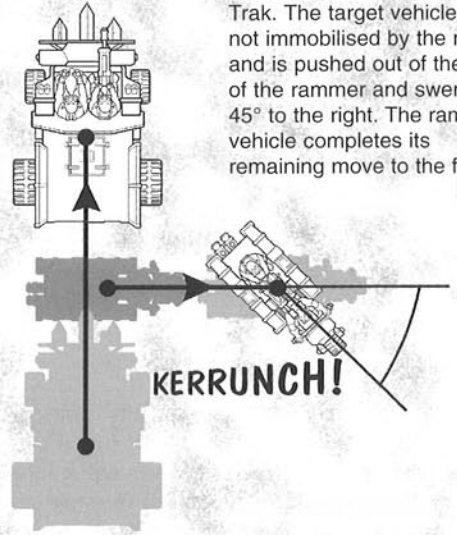
CRUNCH!

Following a successful ram work out damage to both vehicles as described below in the section on damage from rams.

Having worked out damage, and assuming the rammer is not immobilised by the impact, the rammed vehicle is pushed out of the path of the rammer. Usually it will be obvious which way the target vehicle should be pushed aside. If it is not obvious then push the target randomly to the left or right of the rammer's path (D6 – 1, 2, 3 left; 4, 5, 6 right). The target is then swerved 45° in the direction it has been been pushed. Again, the direction the vehicle swerves in will usually be obvious, but if not a random dice roll will decide.

Once the target vehicle has been pushed aside the rammer must complete his full move in a straight line.

The vehicle below has successfully rammed the Trak. The target vehicle is not immobilised by the ram and is pushed out of the path of the rammer and swerves 45° to the right. The ramming vehicle completes its remaining move to the full.



In the case of head on collisions both vehicles come to an immediate stop. The target isn't pushed aside and the rammer's move is ended.

DAMAGE FROM RAMS

Damage from rams is worked out slightly differently to damage from weapon hits (see Vehicle Shooting, later), but uses the same tables. Refer to the damage tables for the target vehicle (and in some cases the rammer as well!).

When vehicles ram their armour is not taken into account. Usually, the vehicle will take 1 or more points of damage. For each point of damage randomly determine which location is hit by rolling a D6 on the damage table for the vehicle. Then resolve the effect of the damage by rolling on the relevant damage table for that location.

HEAD ON (front to front)

Head on rams are the most dangerous to both vehicles! Both the rammer and the target suffer D6 points of damage. In addition, a D6 is rolled for each vehicle, and the vehicle is immobilised for the rest of the game on a D6 roll of 4 or more. In the case of a bike ramming or being rammed by a larger vehicle, the larger vehicle only takes 1 point of damage, not D6.

SHUNT (front to rear)

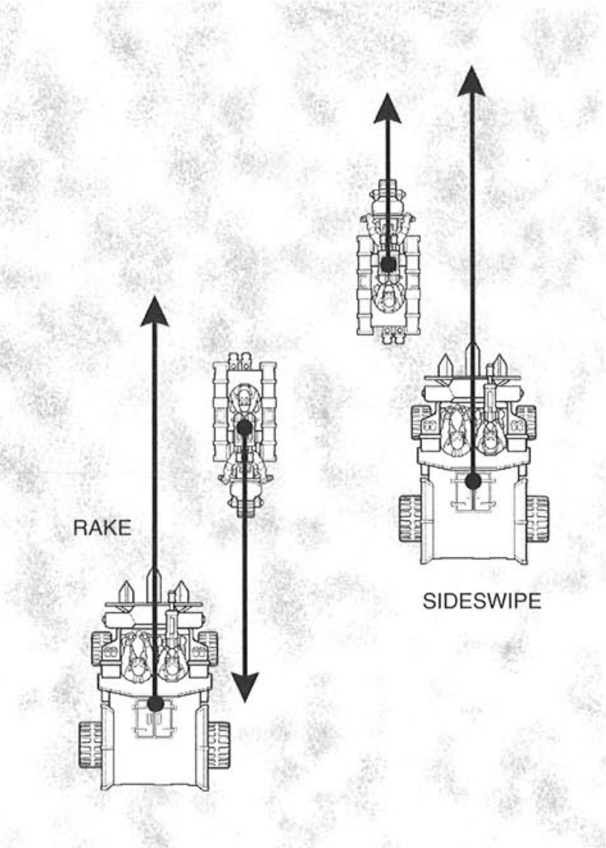
This is the least dangerous to the rammer. The rammed vehicle suffers 1 point of damage. In the case of bikes, a bike shunting a larger vehicle can inflict no damage, but a larger vehicle shunting a bike inflicts D3 damage.

T-BONE (front to side)

A ram into the side of the enemy vehicle inflicts D3 points of damage to the target and 1 point of damage on the rammer. In the case of bikes, a larger vehicle takes no damage when ramming a bike in the side or when it is rammed by a bike in the side.

RAKES AND SIDE SWIPES

Rakes and sideswipes occur when vehicles pass side by side. When travelling in the same direction this is called a **sideswipe**. When travelling in opposite directions it is called a **rake**.



Rakes and sideswipes work in the same way. If you move past another vehicle you can attempt to swipe them as you go past. You can do this if you pass within 2" – declare you are doing so and halt the model momentarily whilst you work out the effect. Vehicles must be side to side to do this.

The enemy can try to avoid the swipe or rake by swerving aside in the same way as for a ram. If the driver is successful swerve the vehicle to one side to show that he has turned, but there is no need to move the target from its position. The raker or swiper then completes his move.

If the enemy fails to avoid the rake/swipe work out damage from the table below and then finish the attacker's move.

DAMAGE FROM RAKES AND SIDE-SWIPES

SIDE SWIPES

These are the least dangerous for the vehicles involved. Roll a D6 for each vehicle. On a roll of 4 or more the vehicle suffers 1 damage and also swerves away from the other vehicle. If a bike is involved in a sideswipe with any other kind of vehicle, the bike is affected as normal but the vehicle takes no damage and doesn't swerve.

RAKES

These can be nasty! D3 damage is inflicted on both vehicles. Both vehicles swerve aside at point of contact (they bounce off each other!). If a bike is involved in a rake with any other kind of vehicle, the bike is affected as normal but the vehicle takes D3-1 damage and doesn't swerve.

COLLISIONS

Vehicles can often find themselves swerving, spinning or careering out of control into friends or foes. If a vehicle is obliged to move into another vehicle this is referred to as a **collision**. If a vehicle is travelling a certain distance before spinning or swerving move it into contact and then spin/swerve it immediately. This means a vehicle can spin its side or tail into something, and in this respect collisions invariably involve a few extra permutations as you can see on the tables!

Any vehicle (friend or foe) can try to avoid a collision by passing a Leadership test to swerve aside. If the test is successful swerve the vehicle out of the other vehicle's path in the same way as for a ram. Obviously immobilised or stationary vehicles cannot get out of the way.

COLLISION DAMAGE

FRONT TO FRONT

Basically this is the same as a head on collision – and just as crippling. Each vehicle involved suffers D6 damage and is immobilised on a D6 roll of 4, 5 or 6. If a bike is involved in a front to front collision with any other kind of vehicle, the bike is affected as normal but the vehicle takes only 1 point of damage and isn't immobilised.

FRONT OR REAR STRIKES SIDE OR REAR

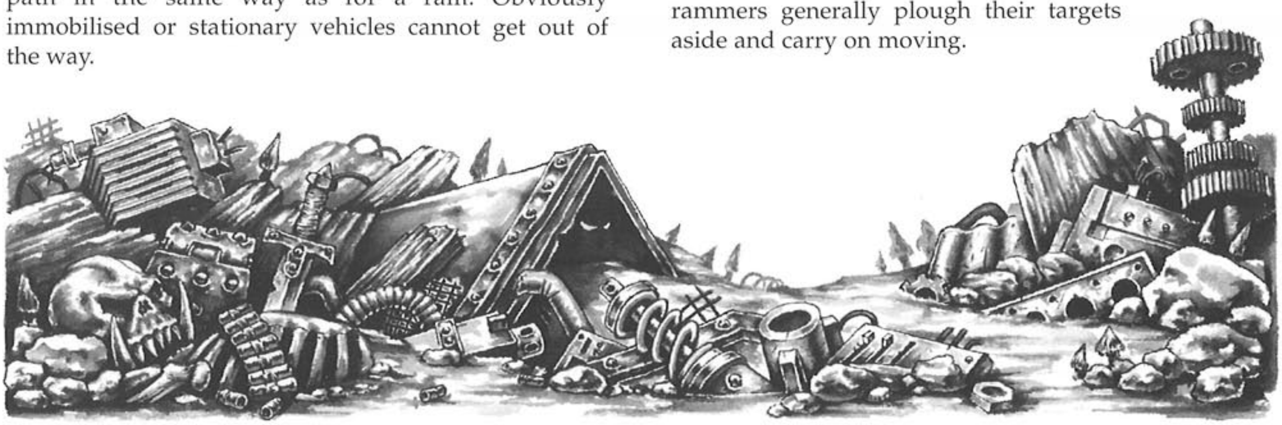
Usually the result of some seriously out of control spin. Both vehicles take 1 point of damage. A bike colliding with a larger vehicle suffers D3 points of damage instead of just 1.

SIDE TO SIDE

Most likely caused by a swerve to avoid a ram when another vehicle is alongside. As a result the collision works pretty much like a rake or sideswipe as appropriate.

If the vehicles are moving in opposite directions they take D3 damage each. If they are moving in the same direction or one of them is stationary they take 1 damage on a D6 roll of 4+. Bikes inflict no damage when going in the same direction and only D3-1 going in the opposite direction.

When colliding with anything a vehicle's move finishes once it has hit. Vehicles don't continue to move once they have collided – unlike with rams where rammers generally plough their targets aside and carry on moving.



CLIPS

Sometimes two vehicles will touch, but only just, and it isn't entirely clear whether a ram or collision has occurred or not. This is an inevitable result of the shape and variety of design of the vehicles themselves. When you can't make your mind up whether a ram or collision has occurred or not then the vehicles have clearly 'clipped' each other possibly causing damage but equally possibly not. Roll a D6. On a 1-3 the vehicles have merely glanced from each other causing no real damage, on a 4-6 the vehicles have collided in a more substantial way and damage is resolved as for a ram or collision as appropriate.

SLOW MANOEUVRES

If you're attempting a slow manoeuvre with a vehicle you can't simultaneously attempt to ram someone. If you would otherwise collide with another vehicle as you move stop as soon as you touch without causing damage to either side. Any damage that might result from making slow manoeuvres is deemed to be so minor that it can be ignored.

SQUASHING MODELS ON FOOT

If a vehicle rams a model on foot, the footer must pass an Initiative test to dodge aside or else get run over. To take an Initiative test roll a D6. If the score is equal to or under the model's Initiative characteristic he successfully jumps aside enough to avoid the vehicle. Move the model to the left or right enough to get him out of the vehicle's path. If the roll is over the model's Initiative he fails to leap aside and is struck by the vehicle. The model takes a S3 hit before being knocked randomly out of the vehicle's path D3" to the left or right.

Footers can also fall victim to rakes or sideswipes or collisions. If a vehicle moves so that its side passes within 2" of a model on foot it can jink in order to sideswipe or rake them in passing. A vehicle also might collide with a footer, accidentally crushing them as it spins or swerves out of control. In both cases the footer model can make an Initiative test to jump out of the way as for a ram. If the test is failed the model takes a S3 hit and is knocked D3" away from the vehicle.

SQUASHING DOWNED MODELS

Downed models are at the mercy of vehicles, because they can't get out of the way! If a downed model is rammed, raked, sideswiped or collided with by a vehicle it can't take an Initiative test to avoid it and will take a S3 hit before being bounced D3" out of the way. See the Shooting section for more details on what happens to downed models when they are wounded again.

CRASHES

While speeding around amongst rocks, wreckage and other obstacles is great fun, it's fairly inevitable that vehicles will wind up crashing into them. Ork mobs often scatter crude metal 'truk traps' around their forts just to make life hard for their opponents. Usually a crash will be less serious than a proper ram, although running head first into a rock can be very serious indeed!

If a vehicle crashes front-first into an obstacle its move ends immediately. If a vehicle strikes an obstacle with its side or rear (somehow) it will bounce off – swerve the vehicle away from the obstacle after damage has been resolved. A vehicle can continue moving after a side or rear end crash if it is not immobilised by damage. Damage for crashes is shown in the table below.

Note that a vehicle may not swerve to avoid a crash as with collisions and rams.

FRONT END CRASH
In a front end crash the vehicle suffers D3 damage.

SIDE OR REAR CRASH
In a crash to the side or rear the vehicle suffers 1 point of damage on a D6 roll of 4 or more.

CLIPS

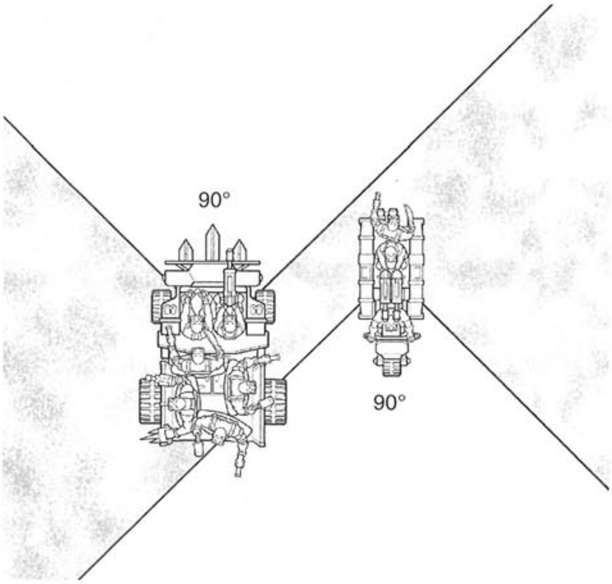
Vehicles will often only clip obstacles as they try to race past them. Treat these cases in the same way as collisions and roll a D6. On a roll of 1-3 the contact is minor and only scrapes the paint work a bit; on a 4-6 the crash is more serious and is resolved as noted above.

VEHICLES SHOOTING

We have already dealt with the basics of shooting earlier in the rules. This section will confine itself to rules which apply to shooting at and from vehicles. First we will discuss the different ways weapons can be mounted onto vehicles and bikes, then we will cover how to resolve hits on vehicles and bikes. Finally we will look at how unusual weapons like scorchas and stikkbombz affect vehicles.

WEAPONS MOUNTED ON VEHICLES

Vehicles can carry a "fixed weapon", which is to say a weapon that is fixed to the vehicle itself instead of carried by one of the warriors on board. Most fixed weapons are mounted on a swivel or pintel mount which means they can be swung across an arc to fire at targets which aren't directly ahead of the vehicle. As mentioned in the Shooting rules a fixed weapon mounted on a vehicle has a 90° field of fire to the front.



GUNNERS

A warrior has to be specially taught how to use a fixed weapon, so that they've got the know-wots to understand that you have to close the thrunge plate before you wind the shooty bolt. If a vehicle has a fixed weapon you must designate which of the vehicle's crew will act as gunner.

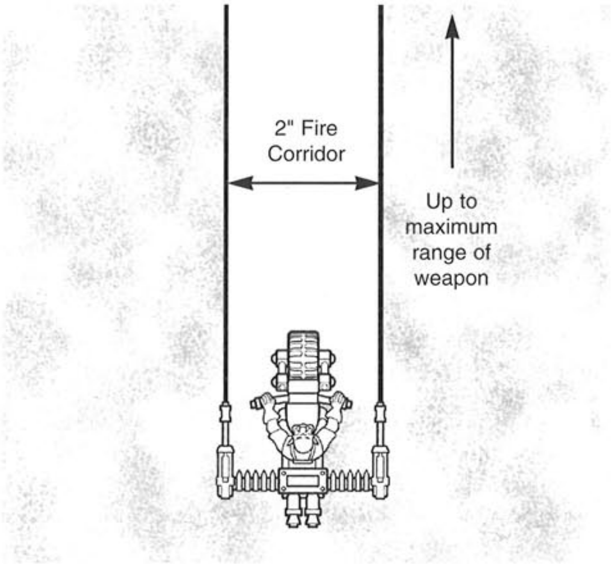
Being a gunner is an extremely prestigious position amongst Orks as gunners get to fire really big, loud guns all the time. If the gunner isn't onboard the vehicle for any reason (if he's been taken out of action or fallen off, for example), no other model can fire the fixed weapon instead.

DRIVERS

The driver of a vehicle can fire a one-handed weapon like a slugga or a six-shoota and still drive with his other hand. Alternatively he can throw a stikkbomb and still drive one-handed. The driver's fire arc is the same as for a fixed weapon, ie 90° to the front of the vehicle.

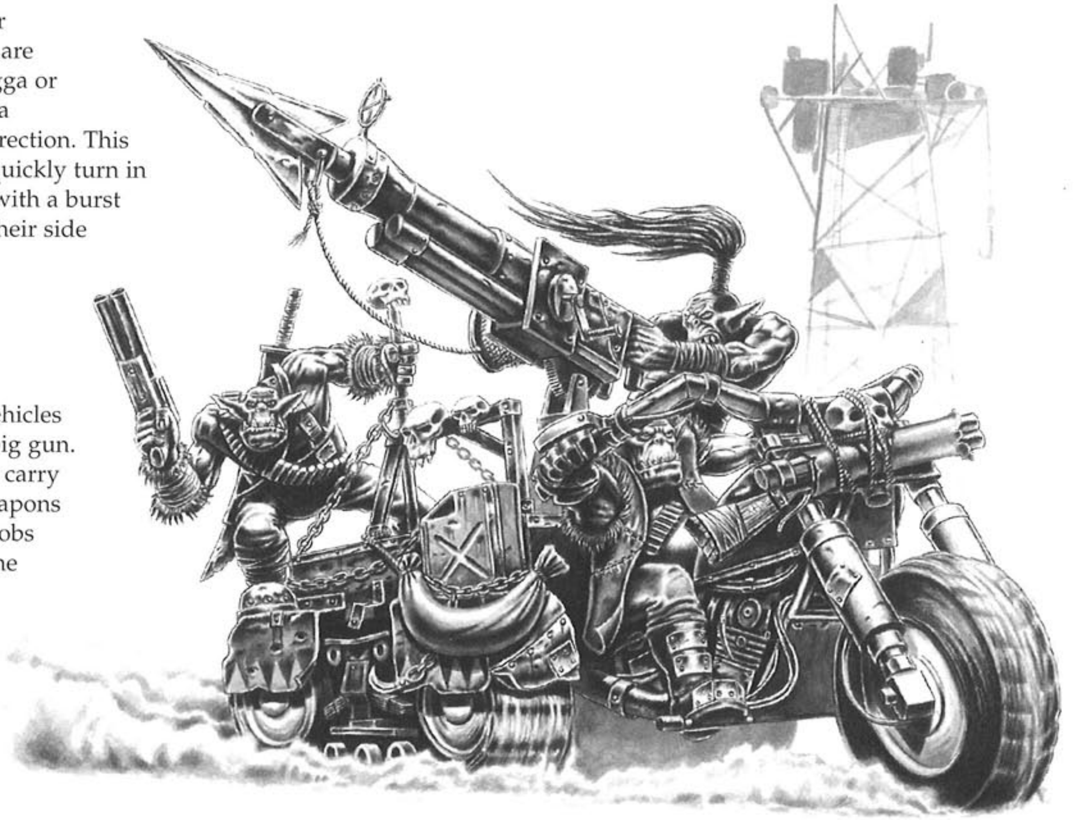
BIKES

Fixed weapons mounted on bikes are nailed or bolted in position so that they fire directly ahead. This means the fire arc for fixed weapons on bikes is more limited than on other vehicles. Instead of being a 90° arc it forms a 2" wide 'corridor' which extends from the front of the bike out to the maximum range of the weapons mounted on it.



A biker can fire the fixed weapon on his bike in the shooting phase. The bike will be rigged up so that the weapon fires when the biker pushes a button, pulls a string, changes gear or something equally clever.

Instead of firing their fixed weapon bikers are allowed to fire a slugga or six-shoota, or throw a stikkbomb, in any direction. This is because they can quickly turn in the saddle to let rip with a burst of fire at a target to their side or rear.



LINKED WEAPONS

Fixed weapons on vehicles are usually a single big gun. However, bikes can't carry particularly large weapons and cash-strapped Nobs can't always afford the huge weapons they would like. For this reason fixed weapons are often made up out of two ordinary guns linked so that their rate of fire is increased.

A linked weapon can only be made out of two weapons of the same type. Both weapons have their triggers wired together, their ammo feeds connected, their sights combined and so on. This changes the two weapons into a single weapon in all respects. The advantage to linking two weapons in this way is that instead of getting a single shot the weapon now has a single Sustained Fire dice.

Because of the weight and recoil of a a linked weapon it may only be used as a fixed weapon. Linking weapons like this is a crude form of kustomisin', an aspect of the Mekboy's art which is covered in more detail in Da Uvver Book.

HITS ON UEHICLES

We described how foot troops are wounded by hits earlier in the general Shooting section. Vehicles are treated rather differently from foot troops when they are hit. This is because they are bigger targets with a number of different vulnerable locations: wheels, crew members, fuel tanks and so forth. Vehicles are also protected by odd armour plates here and there so a shot or blow might well be deflected by a strut, outrigger, crate, wheel hub or similar. Even if a good hit is scored it may simply blow a hole in some piece of junk to no telling effect.

For this reason vehicles use a hit location table to establish where they are hit, how hard they are to damage and what happens when they are damaged. There are two different hit location tables, one for traks, trukks and buggies, the other for bikes, which can be found at the back of this book.

Hits on vehicles are resolved in three steps. First you make a **Location roll** to find out where the vehicle is hit. Next you make an **Armour Penetration roll** to try to score a telling hit. If the Armour Penetration roll is successful a **Damage roll** is made to find out what happens.

1. LOCATION ROLL

To establish where the vehicle is hit roll a D6 and consult the hit location table. For example a location roll of 3 on a trukk would yield a hit on the wheel.

Some of the locations on the table like 'Fixed Weapons' and 'Extra Crew' may not actually exist on the target vehicle. Where this is the case the location table will tell you what gets hit instead. For example a 'Gubbins hit' strikes the engine if a vehicle has no gubbins aboard.

If you roll a hit on a location which is out of sight of the firer re-roll the result and keep rolling until you get a result which is possible.

2. ARMOUR PENETRATION ROLL

Each location has an armour value noted next to it. Roll a D6 and add the weapon's Strength to the result. If the total is less than the armour value the hit has ricocheted off with no effect. If the total equals or beats the location armour value the hit has penetrated the vehicle and you can make a Damage roll.

For example, a wheel has an armour value of 8. If it is hit by a S3 weapon, the weapon will penetrate on a D6 roll of 5 or more.

3. DAMAGE ROLL

If the armour is penetrated roll a D6 and apply the result on the location damage table. Often damage results will make a vehicle swerve or spin, or crew members may be blown off the vehicle by the force of the blast. Resolve any random movement like this immediately.

For example, if the wheel location on a trukk was penetrated and a 6 was rolled for the damage the trukk would spin round (in a direction determined by rolling the Scatter dice) and then become immobilised for the rest of the game.

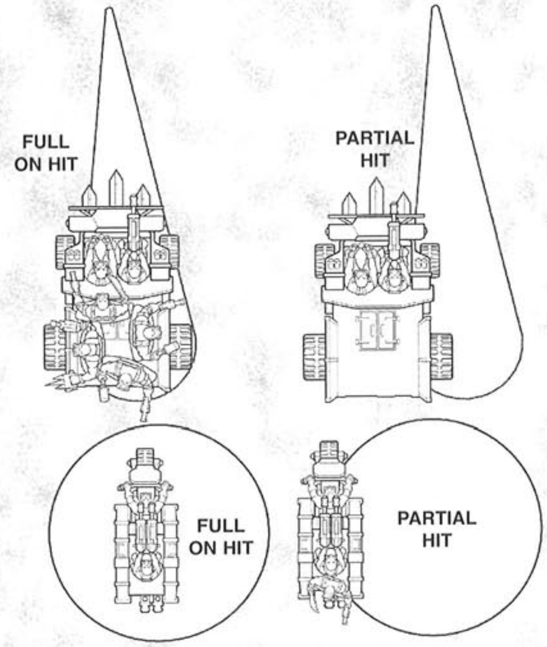
Some particularly damaging events can inflict several points of damage to a vehicle at once. If this happens roll separate locations and damage results for each point of damage. The results should then be applied one at a time, starting with the lowest damage roll and working up to the highest. For example a trukk is rammed and suffers 2 points of damage. Two locations are rolled – 5 and 6 – giving a hit on the driver and engine. The damage results are 2 and 1 respectively, causing the vehicle to suffer a jet jam (result 1 on the Engine Damage Table) followed by a potential swerve (result 2 on the Driver Damage Table).

Important Note. Weapon hits only ever inflict a single point of damage to a vehicle regardless of the number of wounds they can inflict on a warrior.

HITS FROM SCORCHAS AND STIKKBOMBZ

Scorchas are nasty weapons, especially against vehicles. They fire a blazing gout of flames which can spray across several parts of the target. If a scorcha's burst washes across the vehicle's crew carrying area the results can be horrendous – all the Boyz can do is duck behind what armour the vehicle has and hope the flames don't fry them. When stikkbombz explode they send shrapnel whizzing all over the place so, like scorchas, they can affect several different vehicle locations with one hit. Stikkbombz also tend to be especially dangerous if they explode anywhere near the crew compartment.

If a Scorcha or Stikkbomb template is fired at a vehicle and placed so that it is roughly centred on it, the resulting gout of flames or shower of shrapnel will score D3 hits. Roll separate location, penetration and damage rolls for each hit. A single location can be hit more than once. If a Scorcha or Stikkbomb template only partially covers a vehicle it will just cause one hit on a D6 roll of 4 or more.



In addition, if the crew location is hit by a scorcha or stikkbomb make a separate Armour Penetration and Damage roll for each crewman onboard. For example, a Frag stikkbomb hits a trak with three crew on board. The Frag template is centred on the vehicle so it suffers D3 hits. One of these hits the crew location so a separate roll for penetration and damage is made against each of the three crewmen as a shower of deadly shrapnel scythes across the vehicle.

BURN BABY BURN

Just like foot models, vehicles can be set on fire by a scorcha hit and continue to burn until they go out. Roll to see whether the locations hit are set alight in the same way as for foot models. For more details see the scorcha weapon description (page 56).

BOARDING ACTIONS

Unless they have been immobilised, vehicles which moved in their previous turn are assumed to be in constant motion. Of course, the models themselves move only during the movement phase, but we can imagine how they are roaring along whilst other warriors and vehicles shoot and fight around them. Because vehicles are moving it is impossible to strike an effective blow against them, and very difficult to jump on board and grapple with the crew. A vehicle in motion has such momentum that trying to grab hold of it usually results in broken or severed limbs, whilst even a glancing blow will knock a warrior off his feet and send him sprawling.

Moving vehicles don't take part in hand-to-hand combat as such. However, it is possible for an enemy to jump onboard and fight with the crew or driver. It is also possible to jump from one vehicle to another in order to fight with the crews. Vehicles can also swipe at warriors or other vehicles as they pass, although this isn't hand-to-hand combat and is worked out in the movement phase along with rams, sideswipes and such like. This is explained in the section entitled Ram! Ram! Ram!

JUMPING ON BOARD

A warrior on foot who charges so that he is touching the sides or rear of a moving vehicle can attempt to clamber on board. He cannot attempt to climb on from the front as he would simply be run over!

In order to climb on board the warrior must pass an Initiative test. Roll a D6 and score equal to or less than his Initiative (I) characteristic value. If successful, the warrior manages to clamber aboard. If he fails to jump on board then the warrior is bounced D3" back from the vehicle and takes a S3 hit on a D6 roll of a 4 or more. If he is hurt then he has either been struck by the vehicle, fallen beneath its wheels, or been thrown hard against the ground. The warrior may not move any further if he fails to jump onboard.

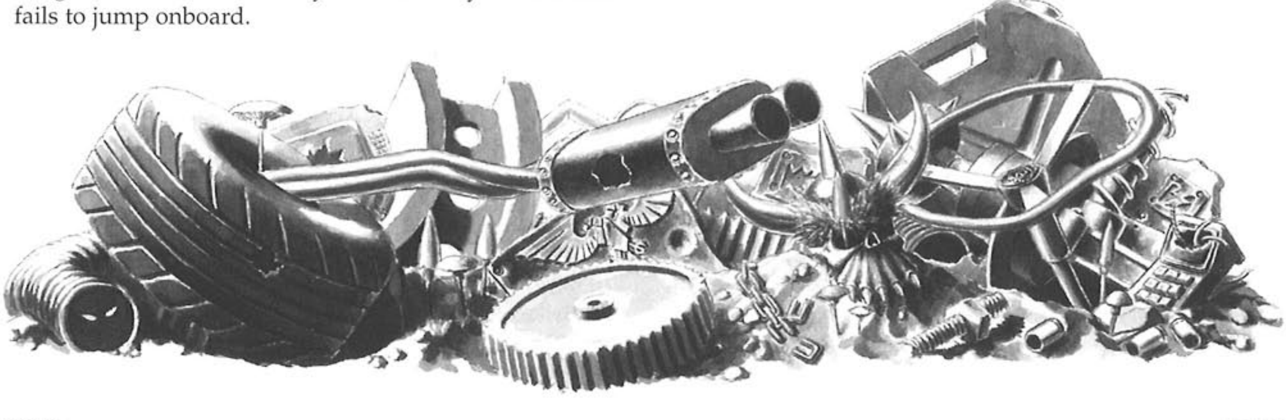
When a model climbs onto an enemy vehicle he must fight one of its crew in the following hand-to-hand combat phase. The enemy can nominate any one of the crew, including driver, to fight. If there is only a driver (or rider in the case of a bike) then it is this model that will be attacked. Note that the enemy may not nominate a model which has been pinned to fight unless there are no other models available.

Work out the hand-to-hand combat as normal. The attacker receives the +1 combat bonus for charging in the first turn, and suffers the -1 obstacle penalty if he is attacking a vehicle with raised sides which the attacker must clamber over. This penalty would not apply if he attacked a bike, for example.

If a model loses a hand-to-hand combat onboard a vehicle then he is automatically ejected from it whether he survives or not. The model is bounced D3" from the vehicle in a random direction, and suffers a single S3 hit on a D6 roll of 4 or more in the same way as boarders who fail to clamber on board. A model which is injured and goes down in a hand-to-hand combat on a vehicle is not automatically taken out of action, he is thrown off the vehicle as detailed above instead.

If a boarder wins the hand-to-hand combat, or if the combat is a draw, then he remains on the vehicle until the following turn. Hand-to-hand combat is then resolved in the same way once more, but neither side counts as charging. The player who has been boarded does not have to keep fighting with the same warrior, but can choose another if he wishes.

A warrior fighting on board a moving vehicle can always decide to jump out in his movement phase. He is not obliged to remain onboard and fight an enemy. However, he will take a S3 hit on a D6 roll of a 4 or more.



POINTS TO BEAR IN MIND

When fighting hand-to-hand on a vehicle combatants fight one-on-one regardless of the number of boarders or the number of crew. There is only space on a vehicle for one warrior to confront one other warrior at a time.

The player whose vehicle has been attacked can nominate which of his crew will fight. This can be a different warrior in each hand-to-hand phase if you wish.

There is no follow-up move for victorious combatants. If you win a combat then you must remain in the vehicle and await the next hand-to-hand combat phase or your following movement phase should you wish to bail out.

DRIVERS AND BIKE RIDERS

If a driver or bike rider is thrown overboard then another crewman must attempt to take over the controls. This is done at the end of the hand-to-hand phase so long as there is a crewman available. A crewman who is still fighting an enemy following a drawn combat cannot do this, as he is too busy fighting. Roll a D6. On a score of 4+ the model can take over the driving seat.

If there are no crew left, the boarder has succeeded in crippling and immobilising the enemy vehicle and it can't move again for the rest of the game.

Assuming there are some crew left only one attempt can be made to take over the driving seat per turn regardless of the number of crew or boarders on the vehicle. If they fail then the vehicle will automatically swerve randomly left or right and move D6" immediately and in each of its following turns. Otherwise the vehicle cannot be turned or controlled by the models on board.

A further attempt to take over the driving seat can be made each turn in the case of a vehicle other than a bike. A vehicle will simply blunder vaguely forward until it hits something or runs off the tabletop.

However, in the case of a bike you only get one chance! If this fails the bike falls to the ground at the end of its random move and is crippled and immobilised for the rest of the game. Any warrior still clinging to the bike is thrown D3" in a random direction and takes a Strength 3 hit on the D6 roll of a 4 or more.

JUMPING FROM VEHICLE TO VEHICLE

Warriors can attempt to jump from one moving vehicle to another. This can be a method of boarding an enemy vehicle, but it can also be used to transfer crew to friendly vehicles should you so wish.

If a vehicle moves alongside another during its move then warriors on board can attempt to jump the gap (assuming it is their turn). Once jumps have been attempted the player whose turn it is completes his vehicle's move as required. The largest gap that can be jumped is 2" and the player must move his vehicle so that it is side-by-side with the vehicle to be boarded. It is not possible to jump front to side, front to rear, or in any other manner.

Roll a D6 for each warrior attempting the jump. Any warrior who scores equal to or less than his Initiative (I) characteristic has successfully jumped onboard. Any warrior who fails has fallen between the vehicles and suffers a Strength 3 hit on the D6 score of a 4 or more.

Warriors jumping on board an enemy vehicle resolve hand-to-hand combat in the same way as described above. However, no penalty is imposed for fighting over an obstacle if the attacker jumped from a platform which is at least as high as the vehicle he is jumping to. Generally speaking, this means jumping from buggy to buggy imposes no penalty, though leaping from the back of a bike onto a larger vehicle does.

BOARDING PLANKS AND SUCH LIKE

It is possible to kit out a vehicle with boarding planks or similar devices which make it easier to place warriors on board an enemy vehicle. These are described in the Gubbins section in Da Uvver Book.

STATIONARY VEHICLES

If a vehicle is immobilised, or if it did not move in its previous turn, it is judged to be **stationary**. A stationary vehicle is effectively part of the scenery, and can be fought in or over in the same way as a pile of rocks, heap of junk, or patch of fungi. No roll is required to board it. Models don't get thrown overboard if defeated. All the normal hand-to-hand combat rules apply.

DAMAGING A STATIONARY VEHICLE

A warrior who finds himself unopposed on a vehicle can attempt to damage the vehicle itself should he so wish. He can do this either by shooting at point blank range in the shooting phase or by bashing the vehicle in the hand-to-hand phase. He cannot do both in the same turn.

In these circumstances the warrior will automatically hit or strike, and can choose the location affected. Armour penetration and damage is then worked out as normal.

DA CLEVVER STUFF

This section includes a variety of new rules which add further detail and complexity to the game. They are not necessary in order to play, and for this reason the rules have been gathered together here to avoid potential confusion.

We recommend that new players ignore this section to start with, or at least until they are familiar with the way the game works. If you consider yourself to be an experienced games player then you'll have no problem introducing these more complex elements as you go along.

HIDING

The Hiding rule allows us to represent how real warriors can duck, crouch, keep their heads down, and generally take advantage of cover in a way that our dramatically posed models cannot. A hiding warrior keeps as still as he can, just peeking out over his cover or round a corner. Hiding is sometimes useful if you want to keep out of a fight whilst the enemy gets within close range, or if you want a chance to recover and regroup your forces.

A warrior model can hide if it ends its movement behind a low wall, column, rock, corner of a building, wreckage, or in any similar position where an individual might reasonably conceal himself. The player declares that his warrior is hiding and can indicate this by placing a counter beside the model if you wish.

While hidden a warrior cannot be shot at, even if a portion of the model is actually sticking up or out from its cover. It is assumed the warrior is deliberately concealing himself and keeping as still as he can.

While hidden a model cannot shoot without giving away his position. If a hiding model shoots or moves so that it can be seen then it is no longer considered to be hidden and can be shot at as normal.

A warrior who runs or charges cannot hide that turn. His sudden burst of speed does not give him a chance to conceal himself from view.

A warrior may remain hidden over several turns so long as the model remains behind a concealing wall, rock or whatever he is hiding behind. The warrior can even move about behind his cover so long as he remains concealed while he does so. If an enemy moves into a position where he would clearly be able to see the hidden warrior, then the model is immediately exposed and can no longer claim to be hiding from enemies from any direction.

A warrior may not hide if he is too close to the enemy, he will be seen or heard no matter how well concealed he might be. This distance varies according to the enemy, who will always see, hear, smell, or otherwise detect hidden foes within their Initiative value in inches. A fighter whose Initiative value is 2 will automatically spot all hidden enemies within 2", for example.

EXPLODING WEAPONS

It has to be said that some of the Meks' creations can be a little – well – unstable at times. The harsh, corrosive desert conditions combined with sub-standard materials, not enough nails and overly powerful ammo all contribute to a good chance of weapons blowing up in their user's face. Orks are phlegmatic about such occurrences and take precautionary measures like praying to Gorkamorka, or bashing their weapons against rocks to ensure their reliability. While an explosion is not as dangerous as a direct hit from the weapon, it is still bad news and can easily take a warrior down or out of action.

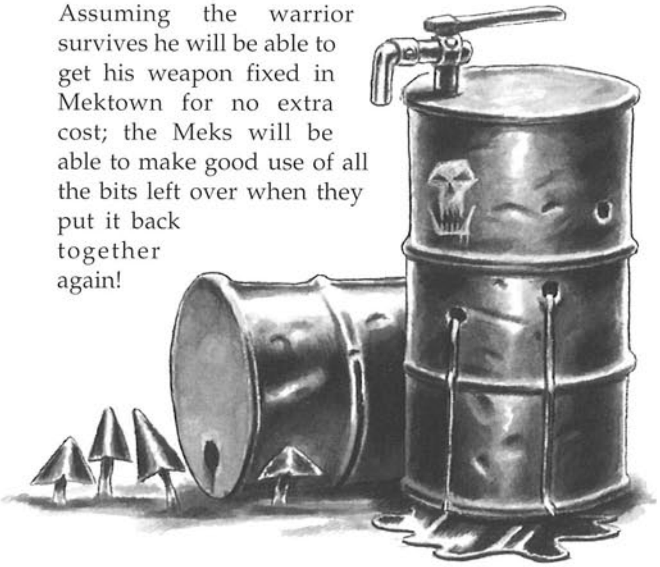
When a 6 is rolled to hit then an Ammo roll is required as already described in the Shooting section. In the case of scorchas, an Ammo roll is required every time a weapon shoots. Jams from full auto shooting also require an Ammo roll.

If the Ammo dice roll is a 1 then the weapon is not only useless for the rest of the game (as a 1 will inevitably fail) but there is a chance it might explode. Roll a further D6. If the score is less than the weapon's standard Ammo roll rating then the weapon explodes.

If a weapon's ammo rating is 'auto' it automatically fails an Ammo roll so none is taken. Roll a dice anyway and the weapon explodes on the roll of a 1.

An exploding weapon inflicts an automatic hit on the user as if he were struck by his own weapon but with a Strength value of 1 less than normal. In the case of weapons with blast markers and templates the blast is confined to the firing model. If a vehicle-mounted weapon explodes the gunner will take the hit.

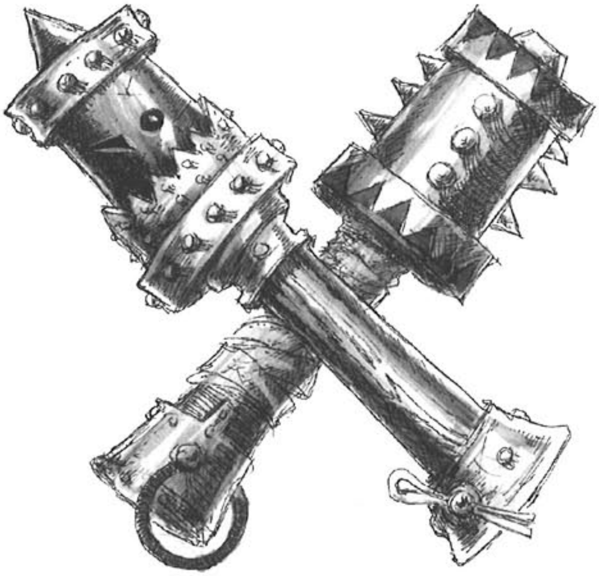
Assuming the warrior survives he will be able to get his weapon fixed in Mektown for no extra cost; the Meks will be able to make good use of all the bits left over when they put it back together again!



STIKKBOMBZ WILD

Stikkbombz can also go catastrophically wrong. If the thrower misses his target the player must establish where the bomb lands using the Scatter and Artillery dice as described in the Shooting section.

If the Scatter and Artillery dice turn up 'Hit' and 'Misfire' together roll a D6 and refer to the following table.



D6	Result
6	The grenade or shell drops to the floor in front of the thrower and fizzes ominously. Fortunately, it's a dud.
4-5	As for 2-3 below except that the stikkbomb lands and does not explode. Mark the position of the projectile. If any model or vehicle moves within 2" it will explode on a D6 roll of 4 or more.
2-3	The stikkbomb throw goes wild and travels 2D6" in a random direction from the thrower before exploding.
1	The stikkbomb goes off in the thrower's hand. Place the template directly over the model and work out damage normally.

PSYCHOLOGY

Because Orks are so tough they tend to be pretty unruffled by things. They don't get very upset about being hurled off speeding buggies, or getting shot, or even seeing their mates being blown up. Showing anything other than complete enthusiasm for danger and violence is tantamount to behaving like a Grot or, even worse, a Digga and so is universally disapproved. Nonetheless Orks are not unintelligent and their mental processes can be strangely affected by unusual events, head injuries, particularly disturbing opponents or even over-enthusiastic brain serjery by the Docs of Mektown. The Psychology rules cover the more extreme mental states which warriors may be subjected to.

FEAR

Orks aren't afraid of much: they're not afraid of death, or injury, and they positively enjoy battle. Nonetheless they do fear particularly horrific mutants, unearthly psychic powers and some other sorts of weirdness. To represent this, models must take a Leadership test when confronted by certain fearsome creatures or circumstances.

This test is taken by rolling 2D6 against the model's Leadership characteristic. If the score is equal to or less than the model's Leadership he passes the test and overcomes his fears. If the test is failed the model will be at a serious disadvantage against his fearsome foe.

A Leadership test is required under the following fearful circumstances.

1 **If the warrior is charged by an individual or creature which causes fear.** Such horrific creatures are rare. Take the test as soon as the enemy declares its charge. If the test is passed there is no further effect. If the test is failed the warrior halves his WS (rounding up) in the subsequent combat.

2 **If the warrior wishes to charge an individual or creature which causes fear.** Take the test when you declare the charge. If the test is passed you may charge and fight as normal. If the test is failed you may not charge and the warrior is momentarily transfixed by fear. The model is unable to do anything for the rest of the turn.

TERROR

Terror is a more potent form of fear. Although no creature described in Gorkamorka causes terror, the rule has been included here next to fear, which it resembles. The importance of terror will be revealed in the Digganob supplement.

Just as some horrific individuals or creatures are so ghastly they cause fear, others are even worse and cause terror. Circumstances which cause terror automatically cause fear as described above, so you will need to test if you want to charge a terrifying creature or individual, or if the creature charges you. In addition, a Leadership test is required if the model is within 8" of someone or something which causes terror at the start of your turn.

A Leadership test must be taken before any other moves are made and if it is failed the model turns and runs 2D6" away from the terrifying entity. This comprises the model's move for that turn. If the terrified model is caught in hand-to-hand combat it fights with a WS of 0. Models on vehicles will jump off so that they can run away. Drivers will not run but will drive their vehicle as far away as possible from the source of their terror instead.

SPECIAL FEAR AND TERROR LIABILITIES

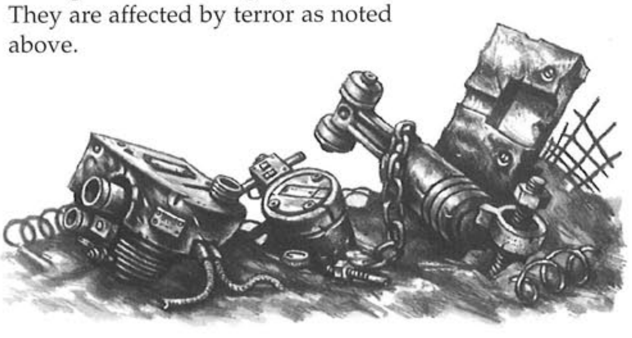
Later on you may acquire warriors who are sufficiently repulsive to cause fear themselves! Obviously individuals who are so impressively hideous are not going to be put off by others of their kind.

A model which causes fear does not have to test Leadership for fear. It treats any enemy which causes terror as causing fear instead – ie, it does not have to test just because the model is within 8" at the start of its turn.

A model that causes terror cannot be affected by either fear or terror and no Leadership test is required for either.

DRIVERS AND FEAR OR TERROR

Drivers of vehicles are immune to fear, taking great courage from their mighty metal steeds. They are affected by terror as noted above.



STUPIDITY

Many large and battle-scarred Orks are so dim-witted that they often behave in a fairly random and stupid way. A warrior may sometimes be reduced to a state of bafflement as a result of injuries or shock. Such individuals are described as **stupid**.

Stupid models must make a Leadership test at the start of each of their turns to determine how they react.

Take the test in the usual way. If the test is passed the model may act normally. If the test is failed the following rules apply until such time as the test is taken again.

1 If fighting in hand-to-hand combat the model is temporarily disoriented or confused. Roll a D6 before each hand-to-hand phase.

   1-3 Roll no Attack dice this turn. Your WS still counts towards the combat score representing basic instincts only.

   4-6 Fight normally.

2 If not fighting in hand-to-hand combat roll a D6 to determine how the model moves at the start of your movement phase.

   1-3 Roll a Scatter dice. The arrow indicates the direction in which the model moves this turn. The model moves its full normal move distance. If the model moves into contact with an enemy it becomes engaged in hand-to-hand combat and may or may not fight (roll as above). The stupid model may well jump off a vehicle under these circumstances, and will suffer a S3 hit on a roll of 4+.

   4-6 The model does not move.

3 The model can do nothing else this turn. The warrior will not shoot weapons or otherwise move.

4 The model does not have to take any further Leadership-based tests for fear or terror, because he's too thick to be frightened.

5 If the driver of a vehicle suffers stupidity at the start of a turn, the vehicle will swerve (1-3 left, 4-6 right), move D6" and may not move any further.

HATRED

Hate is a powerful emotion and in Gorkamorka there is plenty of opportunity for mobs to develop bitter rivalries. Grudges and ingrained animosity can lead to feuds which leave the Skid strewn with bodies and wrecked vehicles for years at a time. This is represented by the special rules for hatred. Hatred can develop following disturbing injuries.

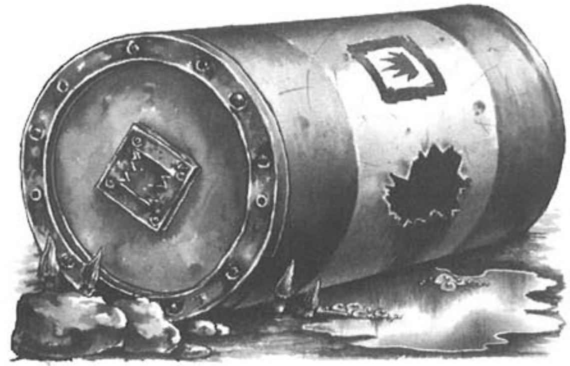
Models can hate specific enemy mobs or Gorkas or Morkas. The following rules apply to models which *hate* their rivals.

1 If a warrior hates his adversaries all Leadership tests are taken as if he had a Ld characteristic of 10.

2 A model fighting hand-to-hand combat with a hated foe may re-roll any Attack dice in the first turn of any hand-to-hand combat engagement. After the first turn the model has vented his pent-up anger and fights as normal.

3 A model in hand-to-hand combat must use his 2" follow-up move to engage a hated enemy if possible. Otherwise he must use the follow-up to move towards a hated enemy he can see. He may not use follow-up to move away from hated enemies or take cover if there are hated enemy in sight.

4 The driver of a vehicle may suffer hatred of enemy models. If this is the case he must attempt to ram hated enemies (or squash them if they are footers) if they are within 6" of the front of his vehicle at any point during its movement.



FRENZY

Some warriors are more than a bit crazed and can be driven into a frenzy of slaughter during combat. Such wild and dangerous individuals are described as *frenzied*. How or exactly why a warrior may go over the edge in this way is not particularly important – he could be psychotically deranged, under the influence of fungi, or have stayed out in the sun a little too long.

Frenzied target. A frenzied warrior who catches fire will ignore the flames and continue to move, shoot and fight despite burning up. He will, however, continue to take damage as described in the Scorcha rules.

If an individual is frenzied the following rules apply.

1 A frenzied model must always charge the closest enemy within his charge move (usually 8") if able to do so.

2 The frenzied model doubles his Attacks characteristic. For example, A1 becomes A2, A2 becomes A4 and so on. The model's Attacks are doubled before adding extra attacks for fighting with two weapons, bioniks or anything else.

3 Frenzied models cannot block (see *The Block* in the Hand-to-Hand Combat section).

4 Frenzied models must use their 2" follow-up move to engage in hand-to-hand combat if possible. Otherwise they must use the extra move to move closer to their enemy. They may not use a follow-up move to get behind cover or retreat (see Hand-to-Hand Combat).

5 Frenzied models are never affected by fear or terror, nor by stupidity or hatred.

6 A player may try to gain full control over a frenzied model at the start of his turn. This is purely up to you – you may not wish your splendidly berserk warrior to calm down and behave sensibly! To gain control over the model take a Leadership test on 2D6 like a Fear test. If the test is passed then the warrior is under control and can act normally – however, none of the special Frenzy rules described above will apply. This control lasts until the start of your following turn.

7 If the driver of a vehicle is frenzied he will try to ram the enemy whenever he gets the chance. A frenzied driver must attempt to ram enemy models if they are within 6" of the front of his vehicle during its movement.

OVERWATCH

The Overwatch rule allows a warrior on foot to shoot at a target during the enemy player's turn. For example, he might shoot at a buggy as it whizzes past or fire at an Ork warrior as he runs from cover to cover. This represents a warrior who has taken up a position ready to shoot as an enemy moves – he is literally "watching out" for the enemy. The reasoning behind this rule will become apparent once you have played a few games, so if you are reading this for the first time we'd recommend that you skip this section for now. Come back and read it again once you have played once or twice. The Overwatch rule isn't necessary to play and can be conveniently ignored until you have learned the basic rules for movement and combat.

GOING ON OVERWATCH

A warrior on foot may go onto overwatch at the start of his turn. Vehicles and warriors in or on vehicles cannot go onto overwatch as they are moving far too quickly to watch over a specific part of the battlefield. Warriors who are down also cannot go onto overwatch. You will find it convenient to place an Overwatch counter by the model to indicate it is on overwatch.

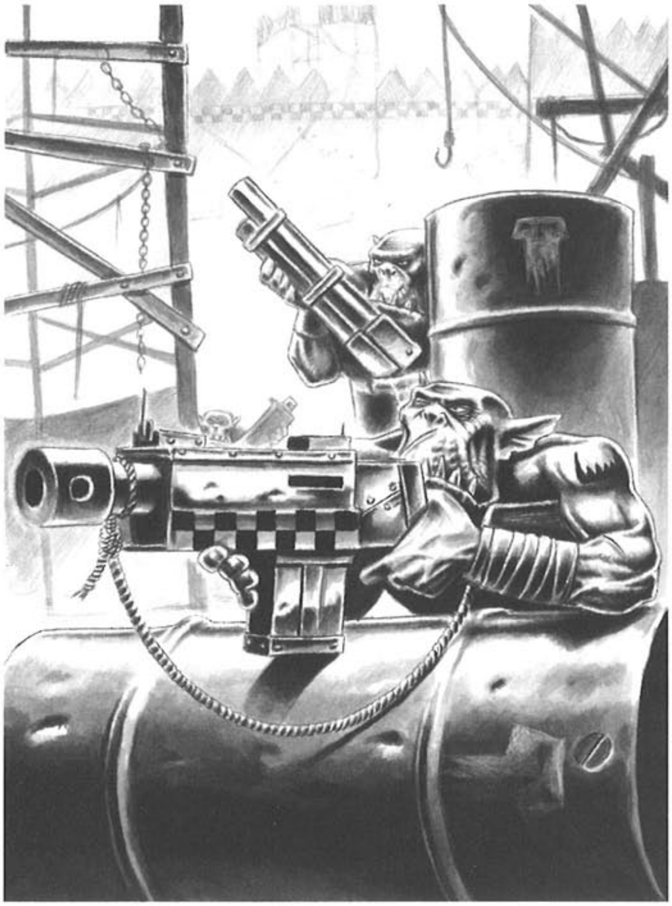
A warrior must give up its entire turn to go on overwatch. The warrior cannot therefore move or shoot. The warrior cannot hide, but may remain hidden if it started the turn hiding.

During the enemy's turn the model may shoot at any target as it presents itself at any time. For example, the model could shoot before the target moves, after it has completed its movement, or at any point in between. Overwatch is obviously very useful for shooting at enemies dashing from cover to cover, or for ambushing fast moving vehicles which drive past your positions.

Once a model has fired on overwatch remove the counter. The model is no longer on overwatch and is free to move and shoot normally in its following turn, or go onto overwatch again if you prefer.

If a model on overwatch does not shoot in the enemy's turn then it reverts to normal status – the Overwatch counter is removed and the model may move and shoot in its own turn. If you wish you can set the model on overwatch again, ready to shoot in the enemy's following turn.

If a model is hit by an enemy or by a moving vehicle whilst on overwatch it loses its overwatch status immediately. The same applies if a model is forced to move for any reason.



SHOOTING ON OVERWATCH

When you wish to shoot with a model on overwatch begin by declaring that you are doing so and then determine the position of the enemy model at the moment of fire. The overwatching warrior may only fire if the target is within his fire arc.

Work out the shot as normal but bear in mind there is a special -1 hit modifier for shooting at an emerging or disappearing target while on overwatch. This applies when the target is emerging from a position where he can't be seen or is attempting to move into a position where he can't be seen, presenting only a fleeting target to the firer.

The same -1 hit modifier is also applied if the target is charging or attempting to ram the overwatcher, representing the unnerving effect of the enemy's approach. Remember that you can fire on overwatch at any time during the enemy's turn, so you will want to let a charger get into close range before shooting.

WEAPONZ

Orks appreciate and enjoy weapons of all kinds: nice sharp knives, gruesome spiky clubs and big dangerous-looking guns. No Ork would dream of walking out into Mektown completely unarmed. Not only would it be extremely foolhardy to attempt such a thing but it would look very bad.

The size, costliness and quality of an Ork's weaponry shows how powerful and important he is. This display indicates to lesser Orks how much respect he is due. The bigger and better the Ork the bigger and better his weaponry. The very top Orks of Mektown can only adequately demonstrate their status by means of an entourage of Gretchin slaves who follow in their wake, carrying a whole arsenal to make it perfectly clear just how big and important their boss is.

Most Mekboyz can turn their hand to making guns but the best weapons are made by those Mekboyz who dedicate their lives to it. These obsessive Orks are constantly striving to outdo each other, inventing bigger and better weapons, guns that shoot further, faster, or louder than anyone else's.

Although Mekboyz are fabulously inventive, Orks are traditionalists when it comes to weaponry. They favour machine guns and similar weapons that shoot bullets or shells, and have no time at all for weapons based on laser or energy technology. The Orks of Mektown are certainly aware of such technologies, but somehow their genetically imprinted knowledge has never married the two together... or perhaps it is simply that Orks know what they like!

KNOW WOTS

Different weapons have markedly different capabilities in terms of range, hitting power, accuracy and so forth. This variety is fully represented in Gorkamorka in the form of the weapon's statistics and special rules.

Each weapon is defined by a set of statistics, namely: range, to hit modifiers, strength, save modifier, damage, ammo roll and special rules. Descriptions of the different statistics are given below.

Range. Most weapons have two ranges: long and short. These are given in inches, so for example a shoota has ranges of 0-12 and 12-18. This means a target within 12 inches is at short range, one between 12 and 18 inches away is at long range and something over 18 inches away is out of range.

To Hit Modifiers. At short range a weapon is usually more accurate, and at long range less accurate. This is shown by the weapon's to hit modifier statistics. The number shown affects your dice roll to hit, so a +1 hit modifier would add 1 to your dice roll, making it easier to hit. A -1 would deduct 1 from your dice roll and make it harder to hit.

Strength. The strength of a weapon shows how hard it hits if you get it on target – so the higher the better! The strength of a weapon is used when looking up what you need to roll to wound on the Strength vs Toughness Chart.

Save Modifier. If the target is wounded and is wearing armour it will get a saving throw. The weapon's save modifier affects the dice roll to save, so a plus modifier makes it easier to save and minus modifier makes it harder. If the modifier of the weapon means a 7 or more is needed then no save is possible – the weapon just punches straight through it. Note that a warrior with no armour never gets a save, even if there is a plus modifier.

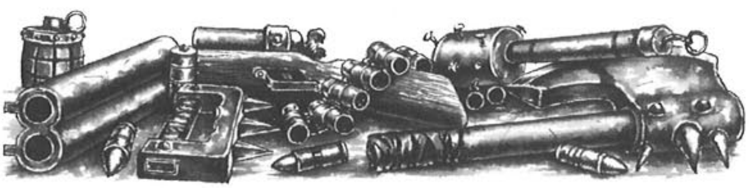
The **Damage** characteristic indicates how many wounds a hit from a weapon will inflict on a warrior. This is usually 1 but some particularly unsubtle and deadly weapons may inflict D3 wounds or even more. If a warrior makes his armour save against a hit from a weapon it will inflict no wounds regardless of its Damage characteristic.

Ammo Roll. If you roll a 6 to hit you have to take an Ammo test by rolling a D6 and equalling or beating the weapon's Ammo roll. Obviously this means weapons with an Ammo roll of 4+ tend to carry more shots than ones with an Ammo of 6+. Some weapons have an 'auto' Ammo roll which means that if they take a test they automatically fail it.

Special Rules

Sustained Fire Dice. Weapons which are capable of autofire will have the number of Sustained Fire dice they can roll listed in the 'special' section of their statistics

Hand-to-Hand. Weapons which can be used to fight in hand-to-hand combat have this noted in their special rules.



HAND-TO-HAND WEAPONS

Hand-to-hand weapons include anything Orks might use in hand-to-hand combat, so this category of weapons includes pistols and throwing spears as well as knuckle dusters and huge spiky clubs. To an Ork there is very little difference between blasting someone to pieces from a few paces away or bludgeoning them to death – it's all "'and ter 'and" as far as they're concerned.

CHAINS AND FLAILS

Chains and crude flails are popular with Yoofs and older Boyz who should know better. Whirling a length of chain around has its advantages – they're great for wacking opponents from the back of a speeding buggy and impossible to block with a shield. Unfortunately a badly timed swing can leave the weapon wrapped around the user's own neck, putting him at the mercy of his opponent.

Special Rules

May Not Be Blocked. Models equipped with shields can't force a model equipped with a chain or flail to re-roll one of its Attack dice.

Fumbles Count Double. Any 1's rolled on the Attack dice of a model armed with a flail or chain add +2 to their opponent's combat score instead of +1.

Strength: As user +1
Notes: Opponent may not block. Fumbles count double.

'UGE CHOPPA OR CLUB

The mark of a real connoisseur of brutality even amongst Ork warriors. A massive club is a double-handed bludgeon (often an old axle or exhaust) wielded with a overhead swing which will turn most opponents into splutchy pancakes if it connects. A massive choppa is a huge club with a blade attached – something which looks good but otherwise does nothing to improve the characteristics of what is undoubtedly the second most primitive weapon in the galaxy.

Special Rules

Double-handed. A massive club or choppa needs two hands to use, so a warrior using one in hand-to-hand combat can't use any other weapon at the same time.

Loses Draws. Because a massive club or choppa is so painfully unsubtle a warrior using one will automatically lose if their combat score is tied. Instead of comparing Initiative characteristics, the warrior with the massive club or choppa suffers 1 hit from his opponent.

Strength: As user +2
Notes: Hand-to-hand only. Opponent will win draws.

CLUBS AND CHOPPAS

While not as impressively hefty as the 'uge versions, clubs and choppas do leave one hand free for a six-shoota or slugga. Gorkers use choppas so much that it has become one of their symbols of power, whereas Morkers often use con rods, gubbins pins or spanners as perfectly serviceable clubs.

Strength: As user +1
Notes: Hand-to-hand only.

KNIVES AND KNUCKLES

No self-respecting Ork would ever get caught without a big knife, or perhaps a set of sharp, vicious knuckledusters about their person. Even Grots have carefully honed little fungus knives they can pull out to defend themselves. In fact the brewhouses and slop shops in Mektown won't even let you in unless you have a knife or some knuckles to prove you won't be a liability if (ie, when) a fight breaks out.

Strength: As user
Notes: Close combat only.

SIX-SHOOTAS

The six-shoota is a weapon accorded more respect than is properly due to either its size or hitting power, probably because it is often the first weapon acquired by a young Ork. As a warrior grows older and richer he acquires other, more powerful weapons, discarding or selling off his trusty six-shoota in favour of something better. Yet, every time a hoary old warrior sees a "young 'un" with his six-shoota he is reminded of his own early adventures in simpler and happier times when the world was full of promise, beer tasted better, buggies went faster, and so on and so forth.

That aside the six-shoota is a worthy enough weapon. Basically a small shoota, its short barrel is likely to be fed from a simple mechanical revolving chamber, although some designs have a spring-fed magazine or hopper instead. Tradition dictates that these robust weapons carry six shots, hence the common name of six-shoota. Mekboyz are not great respecters of tradition so not all six-shootas literally carry six shots. An Ork can fire off all his shots fairly rapidly in a trigger-happy blast, reload and be ready to re-enter the fray a moment later.

Every Mekboy has his 'prentice Spanners make six-shootas until they are good enough to work on other weapons. Consequently, there are quite a lot of these straightforward guns in circulation and they can be bought cheaply in the bazaar at Mektown.

Special Rules

Reload. Once a six-shoota has been fired it can't be fired again until the model spends a shooting phase reloading it. A model can't reload if he ran or charged in the same turn, or if he's in hand-to-hand combat.

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Save Mod.	Dam.	Ammo Roll
0-6"	6"-12"	+1	-	3	0	1	4+

Special: 1 Sustained Fire dice; 1 Turn to reload; Hand-to-hand

SLUGGAZ

Sluggaz are pretty much like six-shootas in most respects except they don't bang off all their shots in one go or jam so easily. Sluggaz are usually fed from a hopper or clip of ammo. Morkers prefer sluggaz to six-shootas because they're cunning enough to avoid being stuck with an empty gun when some huge Gorker charges towards them.

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Save Mod.	Dam.	Ammo Roll
0-6"	6"-12"	+1	-	3	0	1	4+

Special: Hand-to-hand

SPEAR

Like bows and clubs, spears are so deeply ingrained into the Ork psyche that even the most dim witted Ork can fashion one. While lacking the bone-splintering crunchiness of a good solid club a spear gives an advantage in reach and can also be chucked at an opponent with a vague chance of hurting them.

Special Rules

+1 Initiative. Models equipped with a spear count +1 to their Initiative characteristic when they are in hand-to-hand combat. Note that the Initiative bonus only applies when the combat is drawn and the model with the highest Initiative will get to strike a blow, it doesn't apply to tests to board vehicles etc!

One Use Only. A spear can be thrown in the shooting phase with all the normal to hit modifiers using the profile shown below. If a spear is thrown it is lost for the rest of the combat, making it a one-use weapon. After the battle it can be assumed that the warrior either retrieves his spear or fashions another one at no extra cost.

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Save Mod.	Dam.	Ammo Roll
0-8"	-	-1	-	As user	+1	1	-

Special: Hand to hand; (+1 I); Throw once per game

ORK GUNZ

Gunz need both hands to fire accurately because they generally boast a ferocious recoil which would tear them straight out of the firer's hand if he didn't keep a tight grip. Naturally this doesn't stop Orks blazing away one-handed, but this is more for the noise and exhilaration than for any hopes of hitting something.

Gunz can also be mounted on vehicles or bikes as fixed weapons instead of big gunz (see below). Up to two gunz can be linked together as a fixed weapon. See the section on vehicle shooting and Da Uvver Book for more details on fixed weapons.

SHOOTAS

The most popular type of gun is known simply as a 'shoota'. A shoota is not a standard design by any means. Each shoota is hand-made by a Mekboy and his lads, and although it may conform to a general pattern it won't necessarily look like a similar weapon made by another Mekboy.

Mekboyz consider it important that their creations look more dangerous than anyone else's, and the constant effort to outdo their rivals means that no two shootas appear quite the same.

A shoota fires either bullets or explosive shells, or a mixture of both. Proper shootas fire a burst of shots at once and make quite a lot of noise. Noise is important as Orks firmly believe that the louder a weapon is the more damage it does and the further it can shoot. Indeed, so ingrained is this obvious truth that Orks attempting particularly difficult or ambitious shots will yell as loudly as they can in an attempt to imbue the bullets with as great an impetus as possible.

Because Mekboyz are constantly competing with each other to produce weaponry, the vast majority of shootas, though they might look a bit different, have a comparable performance. Of course, a Mekboy can always "do sumfink a bit special" and we'll be taking a close look at special or kustom weapons in Da Uvver Book. For now, it is necessary only to know the basic rules details for ordinary shootas.

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Save Mod.	Dam.	Ammo Roll
0-12"	12"-18"	+1	-	3	0	1	4+

KANNONZ

Kannonz are simple weapons that the Mekboyz knock out in prodigious numbers. Most have a single, thick barrel and fire hefty shells that are either stored in a magazine directly under the barrel or, on the really simple ones, loaded by the firer before each shot.

Kannonz are less popular than shootas with Orks because they can only fire one shot at a time, and the ferocious kick makes them woefully inaccurate. Nonetheless they are loud and have a big, intimidating muzzle, which is why Orks call them kannonz. Similarly, Mekboyz view kannonz as too simple to be really worthwhile kustomisin' – you can only give 'em more dakka after all.

Special Rules

Knockback. The 'uge great shell fired by a kannon can knock even full grown Orks on their backs. If a warrior is hit by a kannon shell, roll a D6. If the D6 roll beats his Strength he is knocked back 2" and falls on his back. Knocked over models must spend their next movement phase standing up again but may shoot as normal (unless they are Grots or Diggers and so subject to pinning as well). A warrior might well be knocked out of a vehicle this way; if this happens the usual rules for falling out of a moving vehicle apply.

Kustomisin'. The only kustom job you can have done to a kannon is *More Dakka.*

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Save Mod.	Dam.	Ammo Roll
0-4"	4"-18"	-	-1	4	0	1	4+

Special: Knockback

BLUNDERBUSS

A blunderbuss is a simple variation of a kannon, often converted from a kannon which has backfired and burst its barrel. A blunderbuss's barrel is sawn off to little more than a stump and it uses shells made up of dozens of pellets crammed together instead of solid ones. When the blunderbuss fires it gouts out a cloud of pellets which bounce and ricochet around, making a hit on the target almost certain. Unfortunately the range of a blunderbuss is cripplingly short because the pellets spread out quickly and soon lose their hitting power. On the other hand a blunderbuss is cheap and readily available in the bazaar, and is so indiscriminate that even the most unskilled warrior can score a hit with it.

Special Rules

Kustomisin'. The only kustom job you can have done to a blunderbuss is *More Dakka.*

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Save Mod.	Dam.	Ammo Roll
0-6"	-	+3	-	3	+1	1	4+

BOW

How to make bows must be lodged somewhere deep in the Orks' psyche, as Yoofs sometimes emerge from the desert clutching crude bows in their hands. Most bows on Gorkamorka are made from a springy length of scrap strung with wire or squig gut.

Special Rules

Kustomisin'. Don't even think about trying to get a bow kustomised!

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Save Mod.	Dam.	Ammo Roll
0-12"	12"-18"	-	-1	3	+1	1	4+

CROSSBOW

Crossbows are exceedingly simple weapons made out of a crude metal bow mounted on the old frame of a knackered shoota or kannon. The bow fires sharpened 'bolts' usually made out of scrap scavenged for the purpose like rods, struts or indeed actual bolts. No self respecting Ork would arm himself with a crossbow unless no other gunz were available, but Yoofs sometimes start out with one and older Orks may keep them around as a back-up weapon or a nostalgic souvenir.

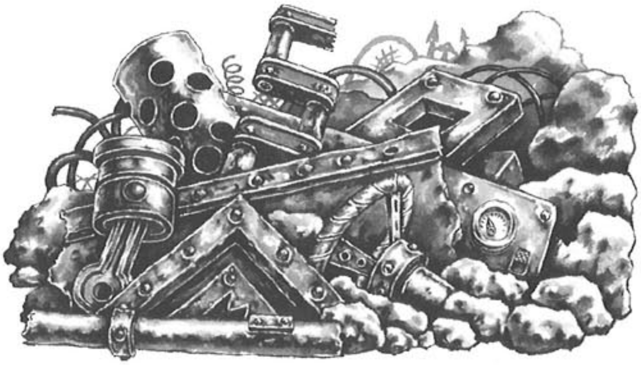
Special Rules

Kustomisin'. A crossbow can't be kustomised at all, the Mek will just snort with contempt and try to sell you a real Orky weapon like a shoota.

Move or Fire: Crossbows are very time-consuming to load and ready for firing. For this reason a crossbow cannot be fired if the model using it has moved in the same turn, or has been on a vehicle that moved.

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Save Mod.	Dam.	Ammo Roll
0-12"	12"-18"	-	-1	4	0	1	4+

Special: Move or fire



BIG GUNZ

Big gunz are seriously big, heavy pieces of ordnance which are too weighty and massive to be carried by a warrior. Big gunz must be mounted on a vehicle as a fixed weapon, and a vehicle can only ever mount a single big gun because of the extra space needed for ammunition and spares.

'EAVY SHOOTA

'Eavy shootas are one of the most common vehicle-mounted weapons used by the Orks. They combine all the endearing qualities of shootas (loads of noise and explosions when they fire, mind numbing recoil and plenty of dakka) with even bigger shells and even more dakka. 'Eavy shootas are usually twin- or single-barrelled weapons fed from chunky magazines of ammo by crank handles, motors, flywheels, pumps or any one of a dozen other cunning mechanisms. Kustomised 'eavy shootas often have lots of barrels, huge hoppers or belts of ammo, big crosshair sights and other features to make the guns look more intimidating.

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Save Mod.	Dam.	Ammo Roll
0-20"	20"-40"	-	-	5	-2	1	4+

Special: Sus. Fire 2D

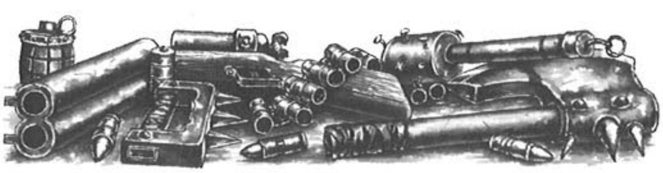
SPEAR GUNS

Long ago some enterprising Mek must have watched a bunch of Yoofs practising throwing spears and come to the conclusion that a gun which fired a volley of spears would be really neat. Spear guns are cheap, reliable and can be quite deadly but the best thing about them is they look really vicious!

A spear gun is made up of a rack of spears in tubes which are launched by steam or springs or something similar. The sharpened spear heads can punch holes in buggy armour and Boyz but like harpoon guns, spear guns suffer from having a relatively short range.

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Save Mod.	Dam.	Ammo Roll
0-12"	12"-18"	+1	-	4	-1	1	4+

Special: Sus fire 2D.



ROKKIT LAUNCHER

A rokkit launcher is a large but simple weapon consisting of a tubular launcher and as many rokkits as you can get hold of. The rokkits can be loaded in one at a time, or, if the rokkit launcher is a bit more upmarket, they might be loaded in automatically from a magazine. Rokkits tend to be unreliable but when they work they are extremely effective and can blow apart a buggy or smash open a gate. They are also very loud indeed... a big plus for any self-respecting Ork warrior. Mekboyz can make different kinds of rokkit or improved versions, but it'll cost yer!

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Save Mod.	Dam.	Ammo Roll
0-12"	12"-30"	-	-1	6	-3	D6	6+

SCORCHA

A scorcha is literally a flame-thrower, a device designed to hurl burning fuel. The fuel in question is a volatile mixture of gases and liquids compressed into a cylinder. When a valve is opened the mixture is forced through the weapon's nozzle with a staccato gurgle, and directed over the target where it ignites with a 'whoomph!' causing much hilarity all round. Scorchas are dangerous, unreliable, spectacular and, as a consequence, highly popular.

Special Rules

Ammo Test. An Ammo test is required every time the scorcha is fired. Scorchas are unreliable weapons, and can only be counted upon to fire once or twice per engagement.

Template. The scorcha's shot is represented by the Scorcha template. This is used as described in the Shooting section, by placing the template so that it covers one or more target models. Any warriors on foot wholly under the template are hit automatically, whilst those partially beneath are hit on the D6 roll of a 4, 5 or 6.

Catching Fire. If a warrior is hit by a scorcha and goes down then the target has absorbed the full brunt of the blast and the flames go out with no further effect. If the model goes out of action remove the model as normal. If a warrior is hit but does not go down or out of action, then make an immediate test to determine whether the target catches fire. Roll a D6. On the score of a 1-3 the target does not ignite and there is no further effect. On the score of a 4-6 the target ignites.

A burning target will continue to burn until the flames are extinguished. Test for this at the start of the target's own turn. Roll a D6.

D6	Effect
1-5	The target continues to burn and automatically sustains a further Strength 4 hit. If a warrior goes down or out of action whilst on fire the flames automatically go out with no further effect. Whilst burning a warrior staggers 2D6" in a random direction for its movement (a random direction can be established using the Scatter dice), falling overboard if he is on a vehicle. A burning warrior will not engage in hand-to-hand fighting and other foot models automatically move out of his way.
6	The flames go out with no further effect.

If there are any warriors within 1" of a burning target during their movement phase they may attempt to beat out the flames. If they do this they cannot shoot in the shooting phase. Roll a D6 and add a +1 for each extra model attempting to beat out the flames (eg, 2 models +1). If the total is 6 the flames are beaten out with no further effect.

Vehicles hit by scorchas are subject to special rules, as covered in the Shooting section of the Vehicle rules.

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Save Mod.	Dam.	Ammo Roll
Special rules		-	-	4	-2	1	4+

Special: Target is set on fire

HARPOON GUNS

The giant bolt from a harpoon gun is capable of skewering Boyz, and even buggies, like an insect. Though it lacks the range of a rokkit launcher, a harpoon gun is a lot more reliable and a lot cheaper. This makes harpoon guns a common choice for mobs early in their careers.

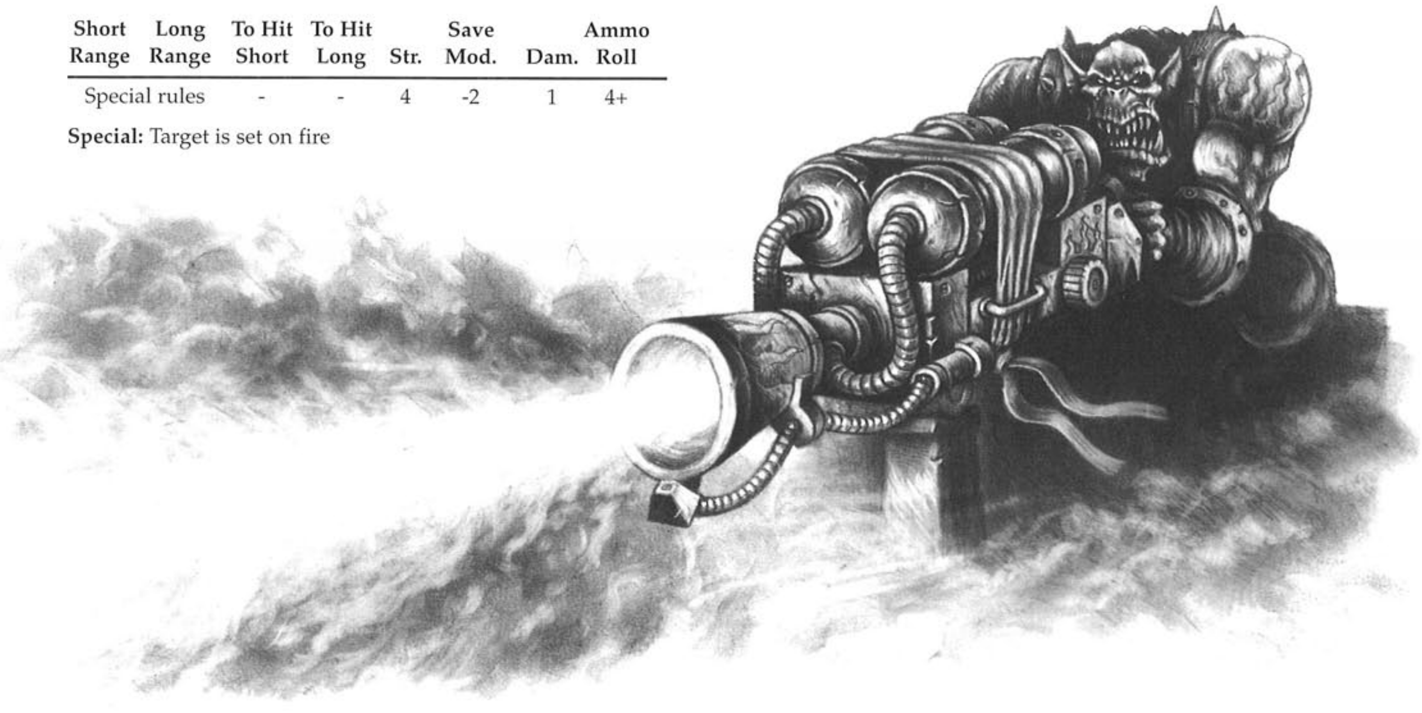
Harpoon guns usually look something like gigantic, vehicle-mounted crossbows. The powerful metal bow is cranked into readiness with special winding gubbins before a hefty metal harpoon is fitted into position.

The range of a harpoon gun is very short, no greater than a shoota. This means mobs with harpoon guns mounted on their vehicles have to swoop down on their prey like vulchas rather than hang about at the back with an 'eavy shoota like a bunch of Grots, which can only be a good thing.

Special Rules

Strength. A harpoon is very unpredictable in flight (which is part of the reason why their range is so short). To represent the chance of a hit being nothing more than a glancing blow the Strength of a hit from a harpoon gun is equal to a D6+2, for a total of 3 to 8.

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Save Mod.	Dam.	Ammo Roll
0-12"	12"-18"	-	-1	D6+2	-2	D3	4+



STIKKBOMBZ

Ork grenades are much bigger and heftier than those used by other races, which makes good sense to an Ork because the bigger something is, the more dangerous it will be. Stikkbombz are made up of a can filled with crude explosives which is screwed onto a stick so that it can be used as an equally crude mace if necessary. The Meks and their Spannerz churn out stikkbombz by the score and mainly make two sorts – Frag and Krak stikkbombz. Frag 'bombz detonate with a dull whoomph and shower shrapnel and fragments of casing over a wide area. Krak 'bombz detonate with a high-pitched snapping noise and punch a dirty great hole through whatever it is they have hit. Krak bombz are harder to throw because they have to strike the target 'head first'.

Special Rules

Using Stikkbombz in Close Combat. A warrior can indeed use a stikkbomb as a club in hand-to-hand combat. Obviously there is something of a danger of the stikkbomb going off when abused in this way, but Orks never let that put them off! If both models roll 6's on their Attack dice when one of the models is using a stikkbomb as a club the stikkbomb will go off, automatically hitting all the models in the combat but doing no other damage as the closely packed combatants absorb the blast.

Kustomisin'. Stikkbombz can be kustomised but the only thing Meks can do to them is increase their Strength.

Krak Stikkbombz. Krak stikkbombz do not explode with a blast marker like most other kinds of bomb. Instead their blast is imploded directly towards what they hit. A Krak stikkbomb which misses and scatters will only affect another target if it lands directly on top of it.

FRAG STIKKBOMBZ

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Save Mod.	Dam.	Ammo Roll
		-	-	3	-1	1	Auto

Special: 2" blast marker

KRAK STIKKBOMBZ

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Save Mod.	Dam.	Ammo Roll
		-1	-1	6	-3	D6	Auto

Special: No blast marker

SLAVERZ' STUFF

Slaverz' stuff can only be used by Ork Slaverz, and is all short ranged or hand-to-hand weapons designed to incapacitate and capture rather than kill. This is why non-Slaver Orks are completely unable to fathom the use or function of such namby-pamby wargear.

GRABBA STIK

A grabba stik is a pole, usually about as tall as an Ork, with a pair of pincer-like jaws at one end. The jaws are springloaded and the slaver snaps them shut around a victim in hand-to-hand combat. The Slaver can then use the pole to wrestle his victim to the ground and bind them in a few swift movements.

Special Rules

Captures Victims. If a slaver takes a Grot or Digga out of action in hand-to-hand combat using a grabba stik no Serious Injury roll is made. Instead the model is automatically captured at the end of the game.

Strength: As user

Notes: Captures victims

WHIP

Slaverz just love whips. They often use them as their symbol and you can tell how important a Slaver is by how big and heavily decorated his whip is. Slaverz are experts at both using their whips to cow and distract their potential victims, and lashing newly cowed slaves into the mines after capture.

Special Rule

Distracts Enemy. Any model fighting a Slaver armed with a whip suffers a -1 penalty to their WS.

Strength: As user -1

Notes: Distracts enemy.

NET

Nets are strung together from wire ropes and hawsers. They are heavily weighted and viciously barbed to prevent a victim escaping. The weight of nets makes them impossible to throw very far, but they work just fine from the back of a buggy.

Special Rules

One Use Only. A net is thrown in the shooting phase with all the normal to hit modifiers and using the profile shown below. When a net is thrown it is lost for the rest of the combat, making it a one-use weapon. After the combat it can be assumed that the Slaver either retrieves his net or fashions another one at no extra cost.

Entangles. A model which is hit by a net isn't hurt but will become entangled. An entangled model can't move or shoot and counts as a downed model if it is attacked in hand-to-hand combat. An entangled model can free itself on a D6 roll of 6 at the end of its turn. The model can also be freed by another friendly model if it is in base contact during the movement phase. If they do this they cannot shoot in the shooting phase. Roll a D6 and add +1 for each model after the first trying to remove the net. If the total is 6 or more the trapped model is freed. The model is automatically captured if it's still entangled at the end of the game and its own mob bottled out, otherwise his mates set him free. A net has no effect on a vehicle.

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Save Mod.	Dam.	Ammo Roll
0-4"	-	-	-	Special			-

Special: Entangles

BOLAS

A bolas is like a long flail with weights at either end so that when it is thrown it wraps around the target, hopefully stopping it in its tracks. Though it can be thrown further than a net, a bolas is stupidly hard to use properly and gives the user a substantial chance of braining themselves into the bargain. Slaverz carry a supply of several bolas at once so they are not one shot weapons like nets or spears.

Special Rules

Dangerous. If you get a roll of 1 to hit with a bolas the model using it has brained themself and suffers a S3 hit.

Entangles. A warrior which is hit by a bolas isn't hurt but will become 'entangled'. An entangled warrior can't move and suffers -2 WS if it is attacked in hand-to-hand combat but may shoot and try to avoid being run over as normal. An entangled model can free itself on a D6 roll of 4, 5 or 6 at the end of its turn. A bolas has no effect on a vehicle.

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Save Mod.	Dam.	Ammo Roll
0-8"	-	-	-	Special			Auto

Special: Entangles

ARMOUR

Although Orks don't get as enthusiastic about armour as they do about weapons they still appreciate the virtues of being even harder to hurt. New and used armour can be purchased in the workshops of Mektown cheaply, but the temptation to buy more weapons instead often proves irresistible.

SHIELD

A shield is a metal plate which is strapped to a warrior's arm. It allows him to deflect the enemy's blows in hand-to-hand combat and shelter (perhaps rather naively) from being shot at.

Carrying a shield increases a model's armour save by +1 against bows, crossbows and hand-to-hand weapons. A model using a shield in close combat may block one of his opponent's attack dice by forcing him to re-roll it and accept the second result. A model equipped with a shield does not get an additional attack dice for having an extra hand weapon, and cannot use weapons which require both hands.

STUDDED ARMOUR

Studded armour is made out of tough squig skin studded with nuts and bolts and hanging metal plates. It looks hard (which is important) and offers a bit of protection, particularly against spears, arrows and the like (which is less important).

A model wearing studded armour gains a saving throw of 6+.

FLAK ARMOUR

Flak armour is simply a heavier version of studded armour made with several layers of squig skin to make it more resistant to shell fragments and flames.

A model wearing flak armour gains a saving throw of 6+. This is increased to 5+ against weapons which use a blast marker or a template, or hits caused by shrapnel damage results on the vehicle damage tables.

'EAVY ARMOUR

'Eavy armour is made out of sections of armour plate (sort of) shaped to fit the Ork inside. The solid plates give good protection against weapons fire and other unpleasantness but is cumbersome to wear.

A model wearing 'eavy armour gains a basic armour save of 4+. A model in 'eavy armour halves its Initiative characteristic (rounding up) when it is testing to leap aboard a vehicle or avoid being run over.

GUBBINS

The technical term 'Gubbins' is used to describe all the extra bits and bobs that Orks attach to their vehicles. The bigger and more important an Ork Nob is the more gubbins he will want to fasten to his buggy. Most gubbins are useful in various ways, and though some are simply for show they are no less vital for all that. The most commonly seen gubbins are Extra Armour Plates, Spikes, Wrecker Balls, Big Grabbers, Rams, Boarding Planks and Loadsa Ammo. All of these can be bought fairly cheaply and nailed, riveted, or firmly glued to the back of your favourite buggy, bike or other vehicle. You don't need a Mekboy to do this – any Spanner can fit gubbins. You can find out more about Meks and Spannerz in Da Uvver Book.

MODELLING GUBBINS

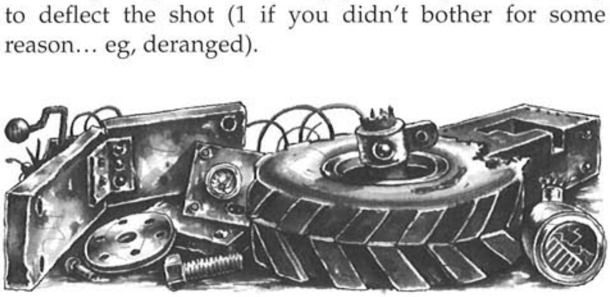
Modelling gubbins onto vehicles is good fun and a great way of personalising your vehicles. In the modelling and painting section of Da Uvver Book you'll see lots of different gubbins built using all sorts of bits and bobs. Please note that all gubbins must be modelled – claiming to have gubbins which are not visible on a vehicle would be unfair and outright dull.

EXTRA ARMOUR PLATES

Any extra armour plates fitted form one entry in your vehicle's Gubbins box. Additional plates are noted beside the main entry. Eg, Extra Armour Plates 3. Rather than forming part of the vehicle's shell they are nailed, riveted or firmly glued into place wherever the Ork can find a spot. Armour plates work as follows.

When the vehicle is penetrated by shooting, rams, collisions or crashes, roll a dice. On a 6 the shot is deflected harmlessly by your armour plate. If you have 2 armour plates the shot is deflected on a 5 or 6, with 3 or more it's deflected on a 4, 5 or 6. It never gets better than 4+ no matter how much plate you stick on. You can stick on up to 3 bits on a bike, 6 bits on a buggy.

If hit in the gubbins then you can attempt to deflect the shot with armour plate as normal. If you fail then roll randomly against the gubbins that you have. If hit in the armour plate you lose as many plates as you used to try to deflect the shot (1 if you didn't bother for some reason… eg, deranged).



SPIKES

A lot of Orks weld or nail spikes, hooks, blades, horns and other sharp protuberances on their vehicles. Not only does this make the vehicle look really 'ard but it discourages boarding actions and obliterates pesky footers when they get run over! Note if a vehicle is 'spiky' or 'extra spiky' in its Gubbins box. Bikes cannot be made extra spiky.

If you fit basic spikes to a vehicle any hits it inflicts for rams, running down footers, boarders failing to leap on board or warriors being thrown overboard are resolved at S4 instead of S3.

A vehicle can be made *extra spiky*. As well as the benefits for being spiky, anybody attempting an Initiative test to avoid or leap aboard an extra spiky vehicle suffers a -1 modifier to their Initiative characteristic.

If hit in the gubbins, spikes are damaged (burnt off, broken, etc.) on a roll of 4 or more like any other gubbins. Extra spiky vehicles hit in the gubbins are reduced to being 'spiky' on a roll of 4 or more.

WRECKER BALL

This is a huge iron ball on the end of a smallish crane mounted in the back of a vehicle. One of the Orks in the vehicle's crew has to work the crane but he can smash the ball into enemy vehicles, scrunching metal and knocking off Boyz riding them. In order to use it one of the Boyz or Spanners in the vehicle's crew must operate it and he can't shoot or fight in close combat on the same turn. Bikes can't be fitted with wrecker balls.

A wrecker ball can be used if a vehicle moves into a position to ram, rake or swideswipe an enemy vehicle. Regardless of whether a ram is made or not the wrecker ball can be swung before the enemy vehicle has a chance to swerve away. The ball hits D3 random locations on the target vehicle, and penetrates their armour automatically! Any driver or crew which are hit are knocked off the vehicle even if they survive, landing D3" away and taking another S3 hit on a roll of 4 or more on a D6.

If hit in the gubbins a wrecker ball is damaged on a roll of 4 or 5 like any other gubbins. If a 6 is rolled the wrecking ball is smashed off its mounting and swings back into the vehicle carrying it! Resolve a hit against the vehicle just as if it had been hit by a wrecking ball.

BIG GRABBER

A big grabber is a mechanical claw mounted in much the same way as a wrecker ball. Again, one of the Orks in the vehicle's crew has to work the crane but he gets the fun of ripping chunks off opposing vehicles and plucking out their crew like squig meats. In order to use it one of the Boyz or Spannerz in the vehicle's crew must operate it and he can't shoot or fight in close combat on the same turn. Bikes can't be fitted with grabbers.

A grabber can be used if a vehicle moves into a position to ram, rake or swideswipe an enemy vehicle. Regardless of whether a ram is made or not the big grabber can be used before the enemy vehicle has a chance to swerve away. The grabber crunches into a single random location on the target vehicle, and penetrates its armour automatically. Roll two dice for the damage and apply the highest damage result.

If a driver or crewman is hit they are grabbed and can be held immobilised in the big grabber until the operator decides to drop them, in which case they land D3" away from the big grabber and take a S3 hit on a roll of 4 or more on a D6. If an enemy warrior is still grabbed at the end of the game it is automatically 'Captured' by the mob (see the Serious Injuries Chart). If a penetrating hit is scored on the big grabber while it has a victim in its jaws, the grabbed warrior is dropped automatically with the above effect.

If hit in the gubbins a grabber is damaged on a roll of 4 or more like any other gubbins.

REINFORCED RAM

Rams make good sense if you're in a place where people ram each other a lot – a place like Gorkamorka. Multiple spikes, a single hefty bar, or even a bulldozer-style blade have all found favour with different individuals. Straightforward to fit, and even more straightforward to use, reinforced rams are probably the most common piece of gubbins around. Bikes can't be fitted with rams.

A vehicle with a ram rolls two dice and picks the highest for damage results when it rams someone or is involved in a head-on ram. Side swiping isn't affected. The reinforced ram only ever affects one damage result roll even if the vehicle inflicts more than 1 damage point in a ram.

If hit in the gubbins a ram is damaged on a roll of 4 or more like any other gubbins.

BOARDING PLANK

A boarding plank is a hinged board which is nailed onto the outside of a vehicle. Once the vehicle is close to an enemy vehicle the plank is dropped and hooks or spikes at the end hold it in place so the Boyz can swarm across. Ideal for when that disturbing leap from buggy to buggy looks a mite daunting!

Up to one boarding plank can be fitted to the front, left, and right sides of a vehicle (so you can have no more than 3 on one vehicle). You must decide which direction the boarding plank faces when it is fitted (eg, Boarding Plank – Front). Bikes can't be fitted with a boarding plank.

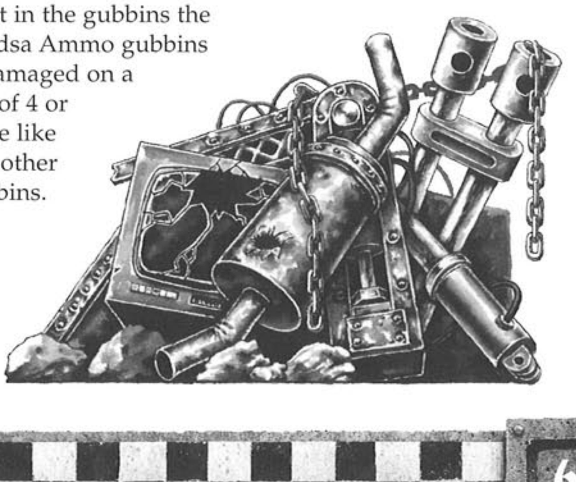
Boarding planks can only be used if a vehicle moves within 2" of an enemy vehicle and then elects to chase or race the enemy. The boarding plank must be facing in the correct direction and is lowered automatically and immediately. Once the boarding plank has been lowered, any warriors riding on the vehicle with the plank can cross to the other vehicle without having to take an Initiative test to see if they fall. Once the plank is in place the enemy vehicle will suffer 1 point of damage if it tears itself more than 2" away from the vehicle with the plank for any reason.

If hit in the gubbins one random boarding plank is damaged on a roll of 4 or more like any other gubbins.

LOADSA AMMO

Many Boyz love shooting so much that they quickly run out of ammo. Noting this, some ingenious Spannerz have devised various chain feeds, large hoppers, or just buckets of spears or shells, that enable a vehicle's guns to be loaded with more ammo. A weapon with Loadsa Ammo ignores its first failed Ammo roll.

If hit in the gubbins the Loadsa Ammo gubbins is damaged on a roll of 4 or more like any other gubbins.



HIT LOCATION TABLES

Roll on the Buggy Hit Location Table to determine where each hit lands. If dealing with hits from weapons then roll for armour penetration as normal. The armour penetration for all weapons is D6 + the Strength of weapon. If dealing with hits from rams, sideswipes, rakes, crashes or collisions then the penetration is automatic.

TECHNICAL KNOW-WOTS

The damage tables contain some tough Orky concepts to understand. Some of these are explained below.

Spin

When a vehicle spins roll the Scatter dice to find out which way it is facing after the spin. Remember, if the vehicle ends up facing in the same direction after a spin then the driver has performed a spectacular 360° spin which will earn him much respect from his fellow mobsters!

Swerve

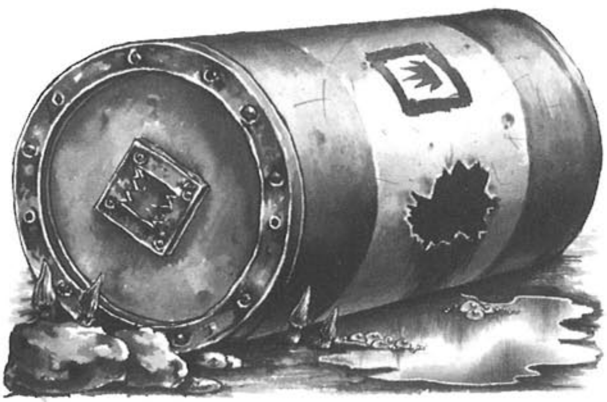
When a vehicle swerves it is turned 45° to the left or right. Roll a D6: on a 1-3 the vehicle turns left and on a 4-6 it turns right.

Crew

A vehicle's crew includes all the warriors on board except the driver. This means it does include any gunner and enemy warriors fighting in boarding actions.

Driver

The warrior driving the vehicle is called the driver. If the driver is pinned, goes down or is taken out of action the vehicle will swerve and move forward D6" immediately, and in each subsequent movement phase. A bike will fall over after its initial D6" move and will count as immobilised for the rest of the game.



VEHICLE DAMAGE

Unless the vehicle is crippled, all damage to it and any weapons and/or gubbins mounted on it will be repaired by the mob's Spannerz before the next battle for no cost in teef. If the vehicle is crippled then you have to roll on the Permanent Damage table after the battle, see Da Uvver Book for more details.

BUGGY/TRUKK/TRAK HIT LOCATION TABLE

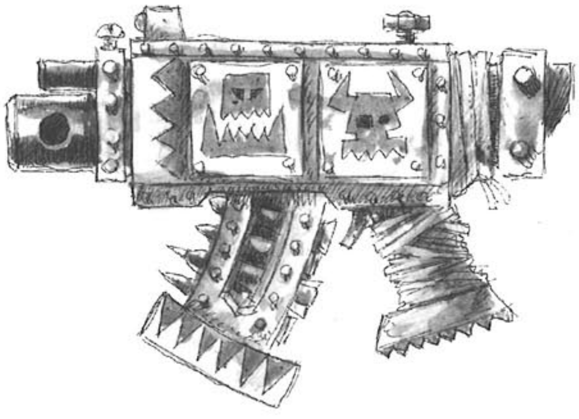
(Roll a D6)

1 CREW (random member) - Armour value: 8

A crew member, other than the driver, has been hit. If there is more than one crew member on board randomise which is hit, then roll to determine damage. If any warrior goes down from a hit the warrior will fall off the vehicle and land D3" away in a random direction, suffering another S3 hit on a D6 roll of 4 or more.

If there is no crew on the vehicle then the driver is hit instead.

6	The crewman is hit by the weapon as normal or takes a S3 hit in the case of a ram, swipe, rake, crash or collision.
5	Hit by shrapnel – The crewman takes a S3 hit.
4	Blast – The crewman hit must roll under his Strength on a D6 to stay on board. If he fails the warrior will fall off and land D3" away in a random direction and take a S3 hit on a D6 roll of 4+.
1-3	Stray shot – Roll a D6. If the score is greater than the number of crew then nobody is hit. If the score is less than or equal to the number of crew onboard then one of them is hit by shrapnel and takes a S3 hit.



2 FIXED WEAPON – Armour value: 8

A fixed weapon is hit. Roll a D6 to determine damage.

If the vehicle has no fixed weapons then the crew is hit.

6 Weapon explodes – 1S4 hit on the gunner and the weapon may not be used for the rest of the battle.

4-5 Slush clip destroyed – The weapon may not be used for the rest of the battle.

3 Crank shaft damaged – You must roll a 4+ on a D6 every turn to use the weapon.

2 Luck nut damaged – The weapon is at -1 to hit for the rest of this battle.

1 Big end jammed – The weapon may not fire in the mob's next turn.

3 GUBBINS – Armour value: 8

If the vehicle has any extra bits of kit – such as boarding planks, extra armour plates, or whatever – then randomise which is hit. It is broken and rendered useless for the rest of the battle on a D6 roll of 4 or more. On a 1-3 the hit has no effect.

If there are no gubbins on the vehicle then the engines are hit.

4 WHEEL/TRACK – Armour value: 8

A wheel or track is hit. Roll a D6 to determine the effect:

6 Nob pins destroyed – The vehicle spins and is immobilised.

5 Transverse knock shells damaged – The vehicle spins.

4 Drivel pipe bent – The vehicle swerves.

1-3 Upper cog links damaged – Reduce all moves by -1" (gas engines and each thrust). If moves are reduced to zero then the vehicle is crippled.

5 DRIVER – Armour value: 8

The vehicle's driver has been hit. Roll a D6 to determine the effect. If the driver goes down, is taken out of action or pinned then the vehicle will swerve and move D6" ahead immediately. A member of the crew can try to take over at the start of their next turn on a roll of 4+; if they fail the vehicle swerves and moves D6" again.

If there is no driver, the engine is hit instead.

4-6 Driver is hit by the weapon as normal or takes a S3 hit from a ram, swipe, rake, crash or collision.

3 Driver caught by shrapnel – The driver takes a S3 hit.

2 Driver caught by blast – The driver must take a Leadership test. If he fails, the vehicle swerves.

1 Driver OK – Shot whistles past his ear!

6 ENGINES – Armour value: 10

The engine, fuel lines or associated machinery have been hit. Roll a D6 to determine the effect.

6 Fuel explodes – Crippling and immobilising the vehicle. All warriors onboard are hurled D6" away in random directions and take 1 S4 hit each.

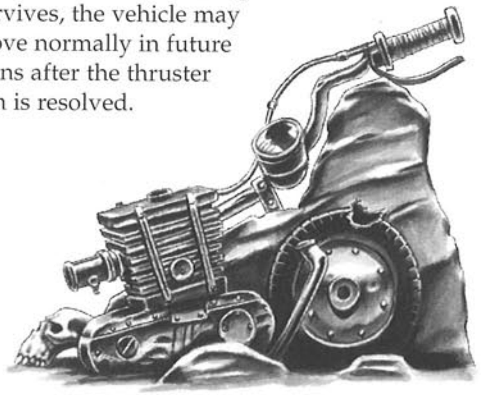
5 Gammy shaft broken – The vehicle spins and is immobilised. Roll a D6 at the start of each subsequent turn, on a 6 the fuel explodes as in 6, above. The vehicle is crippled if the fuel explodes.

4 Outright strut snapped off – The vehicle is immobilised.

3 Thrusters damaged – No thruster moves may be taken for the rest of the game

2 Gas engines damaged – No gas engine moves may be taken for the rest of the game.

1 Thruster jam – The vehicle immediately thrusts in a straight line until you fail a test or ram/crash into something! If it survives, the vehicle may move normally in future turns after the thruster jam is resolved.



DA BIKE HIT LOCATION TABLE (Roll a D6)

1 CREW (random member) – Armour value: 0(!)

A crew member has been hit. If there is more than one crew member randomise which is hit, then roll to determine damage. Any warrior which goes down or out of action from a hit will fall off the bike and land D3" away in a random direction and suffer a S3 hit on a 4+.

If there is no crew on the bike then the driver is hit.

6 The warrior is hit by the weapon as normal, or takes a S3 hit from a ram, swipe, rake, crash or collision.

5 Hit by shrapnel – Crewman takes a S3 hit.

3-4 Blast – The warrior hit must roll under his Strength on a D6 to stay on board. If he fails he's pitched D3" away in a random direction and suffers a S3 hit on a D6 roll of 4+.

1-2 Stray shot – The crew dive to one side to avoid the shot, causing the bike to swerve.

2 FIXED WEAPON – Armour value: 8

The fixed weapon is hit. Roll a D6 to determine damage.

If the bike has no fixed weapons the wheel/track is hit.

6 Weapon explodes – 1S4 hit on the driver and the weapon is useless for the rest of the battle.

5 Slush clip destroyed – The weapon may not be used for the rest of the battle.

4 Crank shaft damaged – You must roll a 4+ on a D6 every turn to use the weapon.

3 Luck nut damaged – The weapon is at -1 to hit for the rest of this battle.

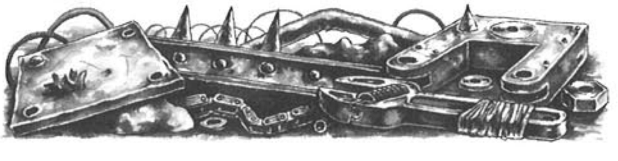
2 Big end jammed – The weapon may not fire in the mob's next turn.

1 Spark tap snaps – The weapon shoots wildly in the air, and as a consequence the bike spins.

3 GUBBINS – Armour value: 8

If the bike has any extra bits of kit – such as extra armour plates – then randomise which is hit. It is destroyed on D6 roll of 4 or more.

If there are no gubbins on the vehicle, the engines are hit.



4 WHEEL/TRACK – Armour value: 8

A wheel or track is hit. Roll a D6 to determine the effect.

6 Nob pins destroyed – The bike spins and is immobilised.

4-5 Flange bearing damaged – The bike spins.

2-3 Drivel pipe bent – The bike swerves.

1 Intermediate cog links damaged – Reduce all moves by -2" (gas and each thrust). If moves are reduced to zero then the bike is crippled.

5 DRIVER – Armour value: 8

The bike's driver has been hit. Roll a D6 to determine the effect. If the driver is down, out of action or pinned the bike will swerve, move D6" ahead and fall over, counting as immobilised. Anyone still on board is thrown D3" and takes a S3 hit on a 4+.

4-6 Driver is hit by the weapon or takes a S3 hit from a ram, swipe, rake, crash or collision.

3 The driver is hit by shrapnel and takes a S3 hit.

2 Brake! – The driver hits the brakes as hard as he can. The bike swerves and all warriors on board have to roll under their Strength on a D6. Warriors that fail are thrown D3" in front of the bike and take a S3 hit on a D6 roll of 4+.

1 Kaboom! – The driver must take a Leadership test. If he fails the test the bike swerves.

6 ENGINES – Armour value: 10

The engine, fuel lines or associated machinery has been hit. Roll a D6 to determine the effect.

6 Fuel explodes – Crippling and immobilising the bike. The crew is hurled D6" away in random direction and take 1 S4 hit.

5 Gammy shaft broken – The bike spins and is immobilised. Roll a D6 at the start of each subsequent turn, on a 6 the fuel explodes as in 6. The bike is crippled if the fuel explodes.

4 Gork strut snapped – The bike is immobilised.

3 Thrusters damaged – No thruster moves may be taken for the rest of the game

2 Gas engines damaged – No gas engine moves may be taken for the rest of the game.

1 Thruster jam – The bike immediately thrusts in a straight line until you fail a test or ram/crash something! The bike may move normally in future turns after the thruster jam is resolved.

SHOOTING: TO HIT

Use the shooter's BS to find the D6 roll needed to hit the target. A roll of a 1 always misses.

BS	1	2	3	4	5	6	7	8	9	10
D6	6+	5+	4+	3+	2+	1+	0	-1	-2	-3

HIT MODIFIER CHART	
-1	Target in partial cover
-2	Target in cover
-1	Appearing/disappearing or charging target (Overwatch only)
-1	Firing from a vehicle which used its thrusters
-1	Target used its thrusters
+1	Large target (All vehicles except bikes)
-1	Small target
+/-	Weapon to hit modifiers for range

SHOOTING: TO WOUND

Compare the hit's Strength with the target's Toughness. The result is the D6 score needed to inflict a wound.

STRENGTH OF HIT	THE TARGET'S TOUGHNESS 1	2	3	4	5	6	7	8	9	10
1	4	5	6	6	-	-	-	-	-	-
2	3	4	5	6	6	-	-	-	-	-
3	2	3	4	5	6	6	-	-	-	-
4	2	2	3	4	5	6	6	-	-	-
5	2	2	2	3	4	5	6	6	-	-
6	2	2	2	2	3	4	5	6	6	-
7	2	2	2	2	2	3	4	5	6	6
8	2	2	2	2	2	2	3	4	5	6
9	2	2	2	2	2	2	2	3	4	5
10	2	2	2	2	2	2	2	2	3	4

Against vehicles roll for hit location at the back of Da Roolz, then equal or beat armour by rolling D6+ the weapon's Strength.

WEAPONS SUMMARY

	WEAPONS SUMMARY	RANGE SHORT	RANGE LONG	TO HIT SHORT	TO HIT LONG	STRENGTH	SAVE MODIFIER	DAMAGE	AMMO ROLL	NOTES
GUNZ	*Bow*	12	18	-	-1	3	+1	1	4+	
	Crossbow	12	18	-	-1	4	0	1	4+	Move or fire
	Shoota	12	18	+1	-	3	0	1	4+	
	Kannon	4	18	-	-1	4	0	1	4+	Knockback
	Blunderbuss	6	-	+3	-	3	+1	1	4+	
HAND-TO-HAND	*Slugga*	6	12	+1	-	3	0	1	4+	
	'Uge club/Choppa	-	-	-	-	user +2	varies	1	-	Double handed. Opponent wins draws
	Club/Choppa	-	-	-	-	user +1	varies	1	-	
	Knife/Knuckles	-	-	-	-	user	varies	1	-	
	Chain/Flail	-	-	-	-	user +1	varies	1	-	Opponent can't block. Fumble x2.
	Spear	8	-	-1	-	user	varies	1	-	+1 Initiative. Throw once per game.
	Six Shoota	6	12	+1	-	3	0	1	4+	1 Sus. Fire dice. 1 turn to reload.
BIG GUNZ	*Eavy Shoota*	20	40	-	-	5	-2	1	4+	2 Sustained Fire dice
	Rokkit Launcher	12	30	-	-1	6	-3	D6	6+	
	Harpoon Gun	12	18	-	-1	D6+2	-2	D3	4+	
	Spear Gun	12	18	+1	-	4	-1	1	4+	2 Sustained Fire dice
	Scorcha	template		-	-	4	-2	1	4+	Set on fire. D3 hits versus vehicles.

HAND-TO-HAND

In the hand-to-hand combat phase both mobs may fight with all warriors that are in base-to-base contact.

1 THROW ATTACK DICE

Warrior's roll 1D6 for each Attack on their profile.

2 COMBAT SCORE

Each warrior's combat score equals their highest dice roll plus their WS plus any modifiers from the chart below.

3 WINNER

The warrior with the highest combat score has won. The winner scores 1 hit for each point they beat their opponent by. If the result is a draw the warrior with the highest Initiative wins and inflicts 1 hit. If both have the same initiative, no hits are inflicted.

4 DAMAGE

Roll to wound for each hit using the Strength/Toughness chart in the Shooting: To Wound section.

5 INJURIES

Roll saving throws and determine the extent of any injuries, as for shooting. A warrior in single combat puts their opponent out of action if they take their opponent down.

COMBAT SCORE MODIFIER	
+1	**Fumble** - *For each 1 rolled by opponent*
+1	**Critical Hit** - *For each roll of 6 after the first*
+1	**Charging** - *If the model charged that turn*
+1	**Higher up** - *If fighting from a higher position*
-1	**Obstacle** - *If enemy is behind an obstacle*

MULTIPLE COMBATS

In combats involving more than two warriors, subsequent attackers gain the following benefits.

The second warrior on the same side in a combat rolls an extra attack dice and gets an additional +1 modifier, the third gets two extra dice and +2, and so on.

INJURIES

Roll a D6 for each warrior which is down in the recovery phase

1-2	**Flesh Wound** - *Fights on at -1 WS and -1 BS*
3-5	**Down** - *Can crawl 2", may not fight.* *Roll on this chart again next recovery phase*
6	**Out of Action** - *Remove warrior*

ENGLISH GORKAMORKA 60 31 04 99 002

GORKAMORKA™

1. MOVEMENT 2. SHOOTING 3. HAND-TO-HAND 4. RECOVERY

MOVEMENT: ON FOOT

A warrior may move its Movement characteristic in inches (usually 4") unless it chooses to charge, run or go on overwatch. Moving normally allows a warrior to shoot in the shooting phase.

CHARGING: The warrior may move at twice its normal movement (4"x2=8") and may enter hand-to-hand combat. A charging warrior must move towards the nearest enemy warrior and cannot shoot.

OVERWATCH: A warrior may go on overwatch if you declare this at the start of the movement phase. A warrior on overwatch cannot move except to turn in place, but may fire in the enemy's turn.

RUNNING: A warrior may run up to twice its normal movement (4"x2=8") a turn. A warrior which runs cannot fire a ranged weapon.

MOVEMENT: VEHICLES

GAS ENGINES

Allow a vehicle to move up to 6", during which it may make up to two 45° turns, moving 1"- 3" between each turn.

THRUSTING

Thrust up to 6" forward (5" for traks). First thrust is OK on a 2+, second on a 3+, and subsequent thrusts on a 4+. Failure means the vehicle's move ends and you must roll a D6 on the Thruster Buster table. A vehicle may turn 45° at the end of each thrust on a successful Ld test. Failing the test moves the vehicle D6" forward and ends the vehicle's movement.

D6	RESULT THRUSTER BUSTER TABLE
1	***Spin*** *Roll the Scatter dice to determine what direction the vehicle ends up facing*
2	***Move D6" forward*** *and* ***spin*** *(see above)*
3	***Swerves*** *Roll a D6:* ***1-3*** *swerve to the left* ***4-6*** *swerve to the right* *Turn 45° in direction rolled and move D6" forward*
4+	***Move D6" forward***

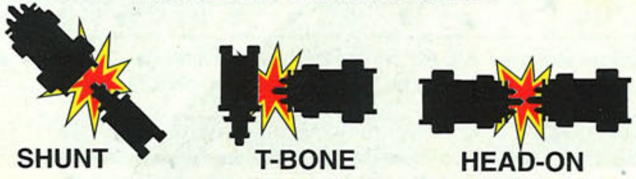
CHASING

If a vehicle ends up within 2" of an enemy vehicle at the end of its move (and didn't ram) the player may elect to chase the enemy vehicle. A chasing vehicle follows the enemy vehicle in its movement phase, testing for thrusting, turning under thrusters and so on. If a vehicle successfully chases an enemy for its movement phase it may shoot in the opposing shooting phase, before the enemy shoot.

SLOW SPEED MANOUEVRES

Allow a vehicle to move up to 3", forward or backwards, making a 45° turn every inch. A vehicle may not thrust or use gas engines in the same turn as this manouevre.

MOVEMENT: RAMMING



SWERVE: If the target passes a Leadership test, it swerves out of the way, otherwise it is rammed.

RAM DAMAGE

The amount of damage each type of ram causes to both the rammer and target is shown below. Each point of damage automatically penetrates the vehicle's armour.

RAM TYPE	RAMMER DAMAGE	TARGET DAMAGE
Head-On *Bikes involved in a head-on with a larger vehicle only inflict 1 damage.*	D6	D6
T-Bone *Bikes involved in a T-bone with a larger vehicle inflict no damage, whether it is the target or the rammer.*	1	D3
Shunt *A shunting bike does no damage to a larger target and takes D3 damage if shunted by a larger rammer.*	0	1

HEAD-ON RAM

In a head-on ram the target may not test to swerve. Instead each player secretly places a D6.

1 or 2 *Left swerve*	***3 or 4*** *Forward*	***5 or 6*** *Right swerve*

If the vehicles move into each other, they ram. In addition to damage, a vehicle in a head-on ram is immobilised on a D6 roll of 4+.

MOVEMENT: BOARDING

A warrior must charge up to the sides or the rear of the vehicle to jump aboard. A warrior may jump from one vehicle to another if it is within 2" of the target vehicle. The charger must roll equal to or under its Initiative on a D6, if it passes, it is safely aboard. Failure means it bounces D3" back and takes a S3 hit on a D6 roll of 4+. The attacker gets +1 for charging in the first round of combat and only fights one enemy on the vehicle at a time.

If anyone loses a close combat, in addition to any wounds, they are thrown off the vehicle D3" away in a random direction and take a S3 hit on a D6 roll of 4+. An attacker may not follow up, he simply fights one crew member each turn. After the first round of combat no-one counts as charging. The attacker may leap off the vehicle in any of his movement phases in which case he takes a S3 hit on a D6 roll of 4+.

LOSS OF THE DRIVER

If the driver is thrown off the vehicle then one of the crew must take over. At the end of the hand-to-hand combat phase roll a D6 for one unengaged warrior. On a roll of 4+ the warrior may take over. If nobody is driving a vehicle or the driver is in close combat at the start of a movement phase the vehicle swerves. Refer to the table below.

D6	RESULT
1-3	*Swerve 45° to* ***left*** *and move D6" forward*
4-6	*Swerve 45° to* ***right*** *and move D6" forward*

Bikes fall over at the end of their movement. Any warrior still on the bike when it crashes is thrown D3" away and takes a S3 hit on a D6 roll of 4+.